25 MEGADRIVE GAMES FOR A TENNER – SEE INSIDE!

MEAN MACHINES SEGA

SEGA CHANNEL

DecAthlete

MOVE OVER LINFORD!

16-BLITZ!

MEGADRIVE'S BACK

PRINCE OF PERSIA 2

WHIZZ ● WORMS

POWER PIGGS

HELLO BOYS...

TOMB RAIDER

3-D ADVENTURE OF A LIFETIME

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1ST FOR SATURN

OLYMPIC SOCCER NIGHTS EXHUMED VIRTUA COP 2
VIRTUA FIGHTER KIDZ FIGHTING VIPERS STARFIGHTER

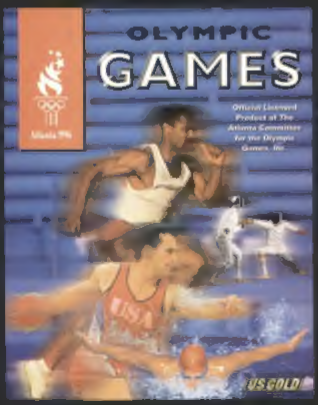
live the spirit

To the men and women throughout the world who compete at the highest level of sportsmanship, the Olympic Games have come to represent more than mere competition.

The hopes and aspirations of over 10,000 athletes will be tested to the limit to achieve the highest goal of all in a fight for glory, a fight for GOLD.

- *The first true 3D multi event sports game.*
- *15 different sporting events to contest, in one or multi-player mode.*
- *TV-style camera views and commentary of all events.*
- *8 players in network mode on PC CD and multi-players on console.*
- *Athletes' movements perfectly recreated through motion-captured animation.*
- *Compete against athletes from 30 countries in Olympic Games tournament and arcade mode.*

Olympic Games excels in the playability stakes, combining speed & skill control with breathtaking end-to-end Olympic action.



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PC CD-ROM

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Summer '96

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TOMB RAIDER 16
Core unveil the incredible adventures of ace archaeologist Lara Croft – Tomb Raider. This game will leave you Quaking in your boots...

MEAN MACHINES EXCLUSIVE

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Get Loaded in the comfort and safety of your own home with our at-a-glance guide to senseless slaughter.

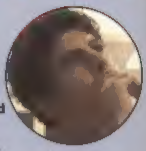
EDITORIAL

This month's question — Why are American games crap? A bit strong, eh? Of course not all American games are crap, but recently they collectively seem to have lost the plot. A couple of years ago US developers like Digital Pictures were convincing us that 'Interactive Movies' were the future of gaming. We now know better, but while Brit developers are working on games with an atmosphere AND full interactivity, like Tomb Raider, Americans are still trying to be a little Hollywood. If it's not dismal actors interrupting the levels, it's visual effects disguising clichéd gameplay, or baseball, baseball, baseball. Look at Sega Japan — Fighting Vipers, Virtua Cop 2 — screw the plot, enjoy the gameplay, and the games with plots like NiGHTS are flights of fancy only possible on computer. Some American coders stand out against the trend — Shiny, Id included — and more power to their non-corporate keyboards. The Americans have got one big chance to sort it out with Sonic Extreme. Let's hope they excel themselves. Enjoy the issue, and write and tell me whether you agree.

GUS

STAR TEST

Of course, no-one could ever replace Lucy, but we're going to give it a go anyway. Meet Nick, bought with a record transfer fee from Maximum magazine.



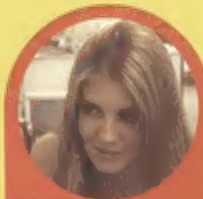
Name:	Nicholas Paterson
Date of birth:	4/6/73
Height:	6'0
Weight:	OK, hang on.
Marital status:	Single
Hobbies:	Music and disco dancing
Trouser size:	Oo er...

NEW KID ON THE BLOCK

We've kicked Steve out, and sent Lucy packing, both of them older, wiser, and masters of their craft under the careful nurturing and guidance of the MEAN MACHINES team. Now Claire takes a new apprentice under her wing...

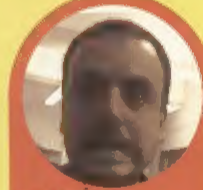
GUS

As Euro 96 progressed, Gus's interest in the football championships hinged on the highs and lows in the performance of his beloved Scotland. During crucial confrontations workmates were bemused, and visitors alarmed, to witness the irate MEAN MACHINES editor throwing things at the television screen, screaming obscenities at Scotland's opponents or members of his own team he found to be lacking. Despite their most loyal fan's fervent support, Scotland's ultimate fate was hanging in the balance at the time of writing. Fearful of the worst, the rest of the team have bribed the owner of Gus's local video shop to hide his copy of Braveheart. It's getting scary enough as it is.



CLAIRE

"I've been to Le Mans," beams our globetrotting art editor, showing off her South of France sun tan. The rest of us reckon she went banger racing in Ipswich and rubbed tea on her legs afterwards, but Claire remembers Europe's premier 24-hour rally in convincing detail. "The food was great – we had a buffet of cured meats followed some excellent afters. My favourite was the praline mini-gateux with white chocolate wafers. There were some nice tartlets as well. I had them with the after dinner mints." It seems Claire's attention was easily diverted from the racing. When she wasn't eating, she was watching TV. "Well I couldn't miss Scotland V England, could I?"



MARCUS

Marcus has been following Euro 96 with the help of his super soaraway Sun Sports wallchart. "It's difficult sometimes," he grumbles, drawing connecting lines all over his poster. "I keep getting Andrei Kanchelkis mixed up with Hristo Stoichkov. I never have this problem playing Fifa." Not strictly true actually, but at least Marcus has had an intensive month of home improvement to keep his mind off football. Many is the day he's arrived splattered with paint and caked in polyfilla. "It was all going well until I came across this bump under the wallpaper that I couldn't squash down, however hard I hammered it." Marcus insists the recent disappearance of his cat is entirely unconnected.

ST - NICK PATERSON

Favourite game: Desert Strike and Sega Rally

Favourite film: Kodak ISO 200. Superb results whatever the weather.

Favourite soap opera: Eastenders

Least favourite soap opera: Neighbours, Eldorado. Anyone remember Albion market?

Least favourite game: But all games are good in their own little way [yeah right, Nick].

Most embarrassing record: Probably some dodgy old dance tune f rom about five years ago, that at the time I liked it so much I'd play it to my Mum and try and get her to like it too! There's loads others. Where shall I start, Duran Duran? [that's a good place to finish].

Favourite sandwich filling: Bacon lettuce tomato and Swiss cheese.

Best Dr Who: Tom Baker

Favourite thing about MEAN MACHINES: But it's all brilliant!

Least favourite thing about MEAN MACHINES: Where are all my freebies!?

Most embarrassing moment: This actually involves a number of people and a large tub of cream a small rodent and...[OK, that'll do. Has anyone got Lucy's new number?]

NICK

Unlike Claire, our new designer Nick was unconcerned about Euro 96. "I have been enjoying the odd tart though," he claims. "Well, it is summer after all." Drawing a discreet veil over such patisserie pleasures, Nick enjoyed a birthday during the production of his first MEAN MACHINES. "It was great. I got loads of brilliant presents from my mates and my folks – a game, some smart CDs, a new pair of flares and a Pamela Anderson poster." An office whip round was sadly less productive, falling some way short of the amount needed to buy Nick a chair to sit on while he's at work. "That's OK," he mumbles, putting a brave face on it. "This stool's fine. No, really. It's fine."

BRIAN'S BOX

Brian Lara Cricket '96 is the sequel to last year's chart-storming Brian Lara Cricket. The follow-up, which has entered the Megadrive charts at number one, was rated 90% by MEAN MACHINES and is on sale now at £44.99. Anticipating that you'd be understandably anxious to own this summer's essential piece of 16-bit software, we had a quiet word in Codemasters' shell-like and came up with some smart goodies for our latest competition. The two lucky winners of our cricket compo will each receive:

A MEGADRIVE COPY OF BRIAN LARA CRICKET '96, PERSONALLY AUTOGRAPHED BY BRIAN LARA!

To be in with a chance of winning, simply tell us which team Brian Lara played for in February's Cricket World Cup. Put your answer on the back of a postcard or sealed down envelope and send it to STICKY WICKET at the editorial address. The usual competition rules apply. Two winners will be drawn from the correct entries on Monday 12 August. Good luck!

EURO DREAM TEAM

PAOLO MALDINI
Steve 'world's best defender' Merrett

JÜRGEN KLINSMANN
Angus 'world class performer' Swan

DAVE SEAMAN
Claire 'big elbows' Coulthard

PAUL GASCOIGNE
Marcus 'likes a lager' Hearn

MICHAEL LAUDRUP
Nick 'creates chances out of nothing' Paterson

SUBSTITUTES
Pete Bardi
Sam Hickman
Dave Kelsall
Steven Key

EMERGENCY HARD
Andy McVittie

ANDREI KANCHELSKIS...
Lisa Morrell

HRISTO STOICKOV
Tina Hicks

Q & A PHOTOGRAPHY: Victoria Upton

SPECIAL THANKS TO: Denise Block at Chart-Track, Gavin at BMG, Dave Wilson at Electronic Arts, Susie, Toby, Kim and Heather at Core, Steve at US Gold, Eileen and Jonathan at Carside Reyes.

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Our final message to anyone living South of the Border: We'll be back.

DOLBY SURROUND

NEWS

You may have wondered how we would top last month's first tidings of the E3 show. Read the same stuff much lster in other mags, didn't you? Well welcome back to the best NEWS pages in Sega-dom. And that's a fact.

DAYTONA 2: ROLLING START

DAYTONA CHAMPIONSHIP

SEGA

SATURN

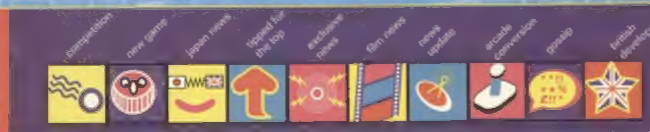
RELEASE NOVEMBER

ORIGIN: JAPAN

Rumours of a 'Daytona Remix' for the last few months are finally scotched by Sega with the firm details of a new Daytona game. Daytona Championship Circuit Edition is set for a pre-Christmas release and Sega sources predict it will eclipse all other Sega releases this year — Daytona USA on Saturn has been Sega's biggest smash in Japan, and Sega UK expect the sequel to outperform Sega Rally (see the 'fastest selling CD game of all time). What's on offer? Daytona CCE goes far beyond the original, with updated versions of the previous courses and possibly three all new circuits like Hornet (or of the original is retained, along with new vehicles. The game will have a split-screen mode for two players.

Technically, the game will salvage Daytona's reputation after the complaints about Saturn Daytona's poor scenery clipping, caused by time restrictions and underdeveloped Saturn programming tools. With the latest versions of the SGL (AM2's original, and rumours that some of the Sega Rally conversion team are on the case, this will set new standards. Also MEAN MACHINES has intercepted a confidential fax message from a Sycamore-ite, describes a demo for a new Saturn racing game showing "incredible full-time light source effects, and running at 60 frames per second". Daytona CCE?

KEY



ONE NiGHTS IN HEAVEN

NiGHTS

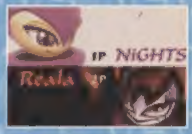
BY SEGA

FORMAT: SATURN

RELEASE SEPTEMBER

ORIGIN: JAPAN

Feast your eyes on these more-than pictures of the soon-to-be version of NiGHTS, revealed to MEAN MACHINES on the day, and the hour, we went to press. Soft Mountain, Stick Canyon and Splash Garden are the three all-floating new levels revealed here. As before, Claris and Elliot share visit their own set of stages within the game and these three add to Mystic Wood, Frozen Bell and Rainbow Hill. The real excitement comes with the revelation of a two-player split-screen mode, where players choose between NiGHTS and his alter-ego enemy Reala in head-to-head mid-air combat! Play appears to be intrinsically complex, with bonus multipliers on the easy courses required to attain an A-E status allowing you to reach these later levels. And we realise it fully next month!



ZERO TOLERANCE

ENEMY ZERO

BY WARP

FORMAT: SATURN

RELEASE TBA

ORIGIN: JAPAN

The follow up to 'D' has been showing in Japan for a couple of months now. The original game has a huge following there and WARP have become just a bit famous. Their second tales Laura (from one of D) and places her on a space liner under threat from mysterious unseen enemies. The gameplay style, 'interactive movie' rendered graphics is the same, but the game is much larger, taking up four CDs! The best news of all is that WARP have jumped ship and deserted Playstation, so Enemy Zero is exclusive to Saturn.

HEAVY ACTION

NBA ACTION

BY SEGA

FORMAT: SATURN

RELEASE AUGUST 1996

ORIGIN: USA

The mega of basketball games is widening fast, with Sega's own NBA Action joining the quest for hoop dreams. The polygon perspective looks similar to these nice Playstation titles; Sony's Total NBA and Konami's In the Zone. The basketball officianados at Sega were really raving about this one, saying it has excellent scope for strategy play. We'll be the judge of that next issue!

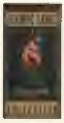
OLYMPIC SUMMER GAMES

GO FOR GOLD!

"Olympic Summer Games is just excellent and should be on every sports enthusiast's list of games to buy!" **91% NMS**

Bring all the drama and anticipation of the Atlanta 1996 Olympic Summer Games into your home. Choose to represent one of 32 Nations in this most prestigious athletic event.

Challenge the world's finest athletes in 10 of the most exciting competitions across track, field and shooting events with up to 8 players. Practice mode and three different competition skill levels will strengthen your ability to go for the ultimate victory!



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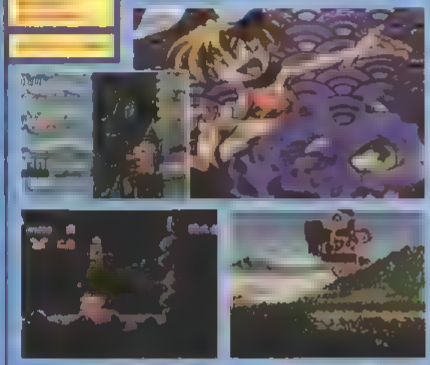


BOMBS AWAY!

MYTH SHAPES

CODIES PRESS A POINT

PIG OUT

GETTING A GRIP

GOSSIP

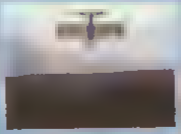
Alarming rumours first ... that GT

if you're in London checkout

THOSE MAGNIFICENT MEN

BY EMPIRE

RELEASE LATE 1998



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SONY

PlayStation

CREAM OF SEGA

It's that time of the month when we spin the platters that matter, courtesy of our good buddies at ELSPA, Chart-Track, and you, the readers. Euro '96 has shaken up the Saturn top ten enormously, Brian Lara Cricket '96 making a similar impact on Megadrive sales. But will both of these be able to stave off some strong competition? The hype chart, meanwhile, is showing that the remainder of 1996 is looking very rosy indeed for Saturn owners...

HYPE CHART

The games we, and you, voted as our most eagerly awaited

1 (1)
Will be even better than we're hoping

2 (2)
This is going to be groundbreaking

3 (3)
Now the readers' favourite

4 (4)
It'll be a tricky conversion, but this should be awesome

5 (5)
We're all holding our breath for this

SALES CHART: SATURN

Chart Track's guide to the best-selling 32bs

1 (1)
Kings of the footy games - straight in at the top

2 (2)
Capcom's greatest beat 'em up yet?

3 (3)
Now the guns have arrived these are shifting bucketloads

4 (4)
Awesome blaster

5 (5)
32-bit game of the year is still a Saturn-seller

6 (6)
Will this get hurt by Euro '96?

7 (7)
A Megadrive Virtua Fighter is on the way

8 (8)
Still the Saturn's trendiest racer

9 (9)
The Psx version is disappointing

10 (10)
A Saturn classic - soon to be updated (see Hype Chart)

SALES CHART: MEGADRIVE

Chart Track's guide to 16-bit sales

1 (-)
BRIAN LARA CRICKET '96 (Codemasters)
A new spin on an old fave

2 (1)
TOY STORY (Sega)
Predicted to become Sega's biggest seller of the year

3 (2)
Still the top 16-bit footy game.

4 (3)
At a new official budget price.

5 (4)
Discounted oldie bounces back

6 (5)
Puzzle fun, often discounted.

7 (6)
Another fave from days of yore

8 (7)
Upside down curiosity

9 (8)
Outselling the updated version!

10 (9)
Another low price classic

HAVE YOUR SAY

Thanks for the huge response to our readers' charts. Each month we list the games you most want and those you are looking forward to. Just fill in the coupon. Also, take a guess at what the most popular game of the month will be. One of those smart enough to guess the top of the reader's chart will win a copy of that game.

MY TOP THREE SATURN GAMES ARE

I'M MOST LOOKING FORWARD TO

I PREDICT THE MOST POPULAR GAME WILL BE

NAME
ADDRESS.

Send to: Cream of Sega, MEAN MACHINES SEGA, EMAP Images Ltd, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

SNAP SHOT SATURN

Our choice of the next generation titles

1 (1)
We reckon this is the best Saturn footy so far

2 (2)
Like Doom. But better

3 (3)
Sega is addicted to last month's technology import

4 (4)
Has long term playability

5 (5)
Don't laugh - it's good

READERS CHART SATURN

Your choice of the best Saturn titles

1 (1)
Still the king of fighters

2 (2)
The 'big three' are unstoppable.

3 (3)
The best console driving game ever. Fact.

4 (4)
Capcom's cartoon classic

5 (5)
Futuristic hover-racing

I CLEAN MY FACE WITH OXY DAILY WASH EVERY MORNING BECAUSE I DON'T WANT SPOTS. IT CLEARS MY PORES OF THE MUCK AND GREASE THAT CAUSES THEM. SPOTS? OXYCUTE 'EM!

PROJECT

PUBLISHER

INITIATED

RELEASE | FORMAT

DEVELOPERS

FORGOTTEN WORLDS

A conscious decision was taken to set Tomb Raider in 'real' locations inspired by past cultures documented by explorers and archaeologists. Heather Gibson and Neil Boyd, the game's level designers, have immersed themselves in the culture of three civilisations to create the game's stunning locations. The fourth level, Atlantis, is still a mystery.

Areas of the screen have been restored to the original.

THE INCAS

A civilisation that flourished for hundreds of years in the Peruvian rainforests of South America. The Incas built huge terraced temples in the heart of the jungle. Their culture was fascinated with gold and ritual sacrifice. Their race was obliterated by the Spaniards who conquered the New World in the 1500s.

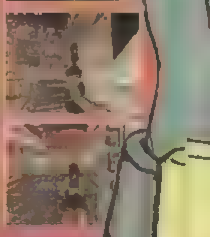
LEVEL DESIGN: Waterfall; Barracks; Central Square; Palace; Haven; Sacrificial Area; Crypt; King's Chamber

TOMB RAID

CLASSICAL CIVILISATION

The Golden Age of Greece, and later Rome, lasted for 500 years before Christ. Many examples of their incredibly developed art and culture survive. They built huge temples, decorated with fine mosaics and sculptured reliefs of their gods and heroes. Their conquests, like those of Alexander the Great, brought fabulous treasures from the art of the ancient world.

LEVEL DESIGN: Library; Meditation Garden; Baths; Coliseum; Underwater resting place.



What the Most character ever to appear on Saturn, explore your silicon desires with Lara Croft: Core's Tomb Raider.

TOMB CLONE

...b Raider you're explorer a ...arge 3 D map. You're solving ...zzles you're killing beasts ... The very original mix has ...nto ...ments of previous games ...ics ... that the game designers will readily admit to

YOU ARE ...TS

...ook to the ...eat Prince of Persia ... much jumping off ...ages, the water ...nd racing leaps ... across chasms ... on the ... to ...

...ara has a ...ve...ity ...s ... very Alone ...n the Dark style and the objects she carries ...ll ... ...sed to solve the game's conundrums. These range from activat... ... switches to finding ob...ts

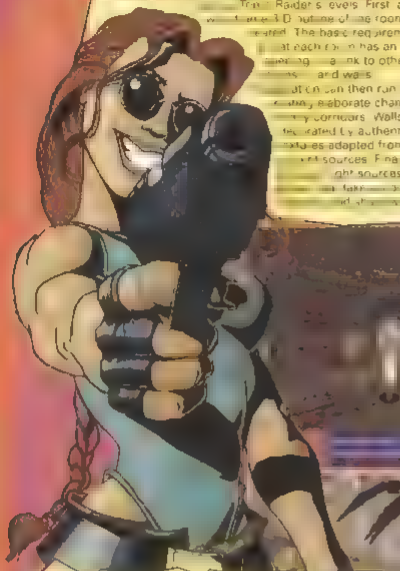
YOU ARE SHOOT...

...Lurk... ...n st...adows ... are creatures out for your blood. Lara's twin revolvers ensure plenty ...f Doom-style shoot-outs ... ... the games third dimension ... ...ers ...pt ve... ... ...

...T ...PTS

The vast power ...f Egypt rose w...h the pyramids ...ound 2700BC ...t became the great Nation of the Middle East ... and many ...its incredible edifices remain today. The Pyramids of Giza and the ... of Abu Simbel ... ...

CULTURE SHOCK



DEPTH OF FIELD

SPOT CAMERA

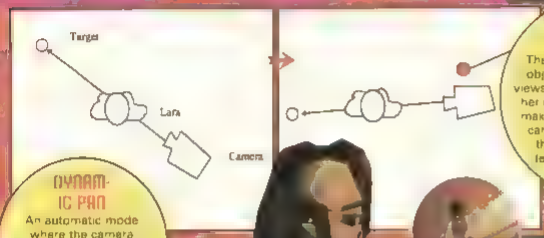
Used for the vast majority of gameplay. The camera automatically follows behind Lara giving a clear view of the direction she is

Coming up for air and Lara never looked happier

Swimming is a sensational experience, and beautiful to watch

LINE OF SIGHT

The virtual camera is of enormous importance in Tomb Raider and has absorbed a huge amount of the team's attention. There are no less than four basic camera modes switched between during play. Switching between these modes is seamless, as if the game was a live action movie



DYNAMIC PAN

An automatic mode where the camera circles or pans with Lara as its subject. Used for dramatic effect

LOOK

The camera focuses on an object other than Lara and views it from an angle that places her in between the object and the camera. This mode can be used to focus on a threat or offer glimpses of items not in camera's line of vision or

COMBAT

A camera override button allows you to move Lara's head, looking up to the side or from above her head

FIXED

Lara watches Lara perform a specific action on an object from a set point. Like Alone in the Dark or Resident Evil

ANIMAL A.I.

The thinking behind Tomb Raider's living hazards is strikingly original. To make the game more real, many of the creatures are factual animals which react in believable ways. Bears lumber around, wolves attack in packs, circle and pounce, crocodiles wade and monkeys gambol on all fours. On top of this impressive artificial intelligence makes your foes harder to fox. Enemies will search you out, being either lazy or aggressive. Timid enemies may flee your shooting, hide elsewhere in the level and even aggressive enemies will retreat if they realise they cannot get to you

PLANNED CREATURES Snakes, bats, giant lizards, tigers, sharks, centaurs, pumas, bears, wolves, crocodiles, monkeys. And many more

MOVE YOUR BOOTY

Lara's movements is storyboard. Motion capture is not [illegible] Toby Gard [illegible] programme believes [illegible] eventually key animation to get the best out of the [illegible] required Lara's animation extra [illegible] Lara's [illegible] Square Enix's personnel [illegible] Eidos [illegible] that's most [illegible]

armed

mid-air combat

running

walking

vertical jump

jump

scale

pull up

side step

back jump

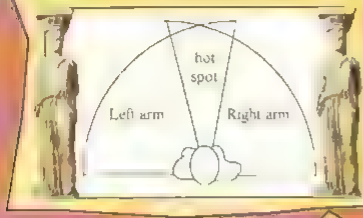
back step

hanging

forward somer

somersault

backward somersault

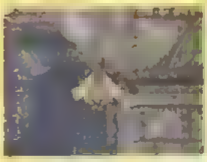


HARD TARGET

The combat system is simply unique. Lara has twin guns. When she has them drawn here movement is limited, so the player will have to be ready to arm themselves quickly. Lara is able to target the two closest creatures within a set field automatically, and if one moves into a 'hot spot' directly in front of her both guns are trained on it.

UNDERWATER

Portions of Lara's adventures take place underwater. Pools provide access points to a network of underwater passages. Puzzles, too will form part of the subaquatic action, with Lara battling against currents and a limited air supply. Lara's swimming motion is divine, but the water effects are truly gob-smacking. Rippling, light-sourced motion and transparency created with realtime gouraud shading programming routines developed by the team.



SEGA

Sega Channel is coming, and it's offering a sensational deal to Megadrive owners. For just £10 a month subscription fee, you have access to 25 Megadrive and Genesis titles, 24 hours a day, seven days a [illegible], unlimited playing time. That's 40p a game.

The amazing deal is open to those connected to the Cable TV network, as Sega Channel is passed along the fibre-optic network along with conventional TV signals. Each subscriber has an adaptor that plugs into their Megadrive cartridge slot and links it to their cable signal adaptor. By turning to the Sega Channel like any other, a user selects a game from the on screen menu and downloads it into the Megadrive, and then plays as long as he likes. There are five 'rooms' covering game themes of The Arcade, Strategy Room, Family Room, Sports Arena and The Speedway.

At the moment, the service is being offered by one Cable Company, Telewest, on a limited tryout. The service has been available for only a few weeks, but by Christmas Telewest hope other cable operators will be offering Sega Channel too. Get ready to gorge yourself on games!

ELEVEN THINGS YOU NEED TO KNOW ABOUT SEGA CHANNEL

1. WHO IS SEGA CHANNEL?

Sega C[illegible] cable [illegible] be like.

2. WHAT DO YOU NEED FOR SEGA CHANNEL?

You n[illegible] other [illegible] net. The[illegible] the ad[illegible]

3. ARE THERE ON-LINE CHARGES?

NO!

4. HOW LONG DO GA[illegible] DO

Betwe[illegible] Conne[illegible] their [illegible] can le[illegible] time.

5. HOW GOOD ARE THE GAMES?

Belie[illegible] good [illegible] to create a worldwide for any Megadrive owner[illegible] sports[illegible] for y[illegible] are all classics of their time.

6. HOW OFTEN DO THE GAMES CHANGE?

Each month, Sega Channel uploads a new CD-ROM which has 25 new titles, 80% of these will be different from the previous month. Naturally, popular titles will stay on the network.

HANNEL

play will appear a month or so before the cartridge goes on sale. Imagine Sonic 3-D a month early! Also, games should return to the channel in full form about three months after release.

9. WHAT ABOUT NETWORK PLAY?

...ing.
...
...rt
...to get the system sessioned first.

10. WHAT ABOUT SATURN?

...ent.
...but ...ese-
...ons for ...ware
...years, it's 16-bit only at this stage.

11. CAN I GET IT ON SATELLITE?

No. ...like
Sky work through transponders, which are more expe... to run
than cable channels. Sega Channel could work on satell... the
decision is commercial, not technical.

7. HOW BIG IS THE LIBRARY

Sega Channel has access to a mind-boggling 700 Megadrive/Genesis titles, many of which have never been released here. Okay, a lot of these will be crap, but we anticipate users will be looking up blasts from Berenstein Bears just to 'log them'. I...
...gamers heaven.

8. WHAT ABOUT NEW GAMES?

This is the good part: Sega Channel have signed a deal to 'test drive' unreleased titles on the system before they come out. Demo versions with limited levels or game-

SAMPLE SEGA CHANNEL LISTING

This is ... of Eng...

Alien ... Bash;
Forge... X;
Beetl...
Flash...

California Games; ATP Tennis Tour; International Rugby; Striker; G-LOC; ... Super Thunderblade.

PROJECT

PUBLISHER

DEVELOPER

RELEASE

FORMAT

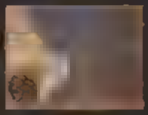
EXHUMED

Set in twenty-seven levels of Egyptian antiquity, the tombs, temples and pyramids of Rameses II, Exhumed is a 3-D maze blaster at heart, with puzzle elements thrown in, and a touch of programming panache that is making the name of the Lobotomy Software team who put it together.

REASONS WHY THIS IS NOT DOOM

REASON 1:YOU CAN LOOK UP

One of the joypad functions allows you to change the angle of sight, looking up or down. This becomes an intrinsic part of gameplay.

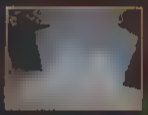


REASON 2:YOU CAN JUMP

An ability absent from most Doom-style games is jumping. Exhumed uses it quite a bit for tiered levels. It's almost a platform game in places.

REASON 3:YOU CAN SWIM

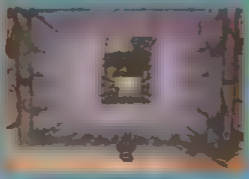
As Lobotomy have designed such a lovely translucent, rippling water effect, it's only proper you can dive in. Waterways and aqueous areas will figure [illegible]



REASON 4:YOU GO BACK

There are six hidden artifacts that grant the player new powers. With these you can return to levels to explore further.

Exhumed is a most surprising and delightful demonstration of light-sourcing. This effect, also seen in Gremlin's Loaded, created auras and shading on background that move realistically. In Exhumed an explosion or magical weapon will cast glows against walls and other creatures



SLAM JAM featuring MAGIC & KAREEM

THE NO-LOOK PASS. THE SKY HOOK TO BEAT THE BUZZER. [illegible] A SIGNATURE ON A BOX. IT'S A LICENSE TO DOMINATE.

It's Showtime! Slam 'N Jam '96 featuring Magic Johnson and [illegible] Abdul-Jabbar bringing you the entire [illegible] that culminated in five championship rings. Put on [illegible] Magic's patented no-look [illegible] pass.

[illegible] challenge Kareem [illegible]

With the [illegible] of a playbook [illegible]. With their signature [illegible], you'll get [illegible]

And [illegible] from the 3D [illegible] action [illegible] Championship Sports brings to the [illegible]

CHAMPIONSHIP SPORTS

CRYSTAL DYNAMICS

Available on the PlayStation™ and Sega Saturn™ systems.

BMG INTERACTIVE

DISTRIBUTED BY BMG INTERACTIVE

BMG Interactive UK, Bedford House, 69 - 79 [illegible] Street [illegible]

It started as a joke, and now it's part of the Sega battle plan. Super deformed Virtua Fighter Kids!

There's at least one in every class. Maybe you can picture them now as you're reading this. You may be him. The kid with the big head. AKA 'Tofal', 'Boff', 'Alien'. But come October, having a oversized bonce will no longer by a liability in the playground. It may even be fashionable, because that's when Saturn Virtua Fighter Kids is due for release.

It began with some of the artists at AM2 mucking about. They probably got bored with sticking 'kick me' signs on Yu Suzuki's back and by deforming the famous characters of Virtua Fighter 2 - now gaming royalty in Japan. The slim, lean body of say, Sarah Bryant has become a stumpy child-like figure with an oversized head and big cute eyes. And so with all the rest. The phenomenon, known as 'super deforming' has been part of Japanese culture for years, it's basically done to appeal to kids. Now that the Saturn is cheaper, with the bright flash Saturn designed to draw young users away from their famicoms (Super Nintendo) Sega are trying to turn them on to Virtua Fighter.

The new character look also mirrors the hugely popular Virtua Fighter dolls, which are available only as prizes in arcade crane 'catcher' games. The game has been developed first for the arcade, but as it uses the ST-V system (see box) which is very similar to Saturn conversion is proving no problem

THE WEAR TEA SEANSHU

In Japan Sega are taking every opportunity to use their games to advertise Virtua Fighter Kids is one of the most blatant, with a tie-in with the Java Tea company (producers of a popular Nipponese beverage). The kids take swigs between bouts, with Shun, who we all know has a bit of a thirst, tossing it back like nobody's business. Sadly, this will be reprogrammed for Europe, where 'Java Tea' means diddly squat.

THIS IS ST-V

ST-V is Sega's bargain bucket arcade system. Unlike the swanky model 2 and new model 3, the technology is average. But it's useful because 1) It's cheap 2) It has the same innards as the Saturn and 3) Different game modules can be switched. It's also easy to port over games quickly. This is it's performance so far

An okay fighting game that shows ST-V is good with sprite games

Virtua Fighter Kids

CHILD'S PLAY

Bobs of Virtua Fighter Kids are the same as those of Virtua Fighter 2. The new look means that the animations will be totally different but veteran players will pick up the action quickly. The main gameplay difference is making the response and timing simpler so that younger players find it less demanding.

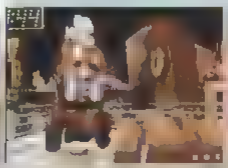
PUNCH A LITTLE DEEPER

People love the intro to this game. Sick people who enjoy watching the big Virtua Fighter characters appearing to give their Kid counterparts a good kicking.

AM3 mucking about, showing how quickly an ST-V game can come to Saturn.

Showcases the ST-V's excellent corner of pub credentials.

Hmmm. ST-V trying to be wacky to disguise lack of power. Not Saturn bound.



Still under construction but shows ST-V is okay with polygon characters.

PROJECT

PUBLISHER

ORIGINATOR

RELEASE

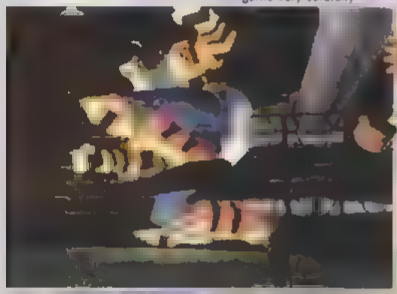
FORMAT
Saturn

DEVELOPERS
AM2

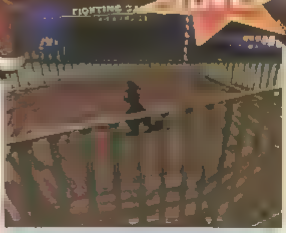
Sega unleashed Fighting Vipers at the end of last year. It led a charge of titles which again used the Model 2 board first developed for Daytona USA and Virtua Fighter 2. It's better than VF2 (at least in the arcade), we'll set our stall out on that at the start. It's the most vicious, ruthless, evil beat 'em up devised. Instead of glancing blows and dainty fireballs, you're grabbing the opposition and banging their heads into electric fences.

AM2 are undertaking the conversion themselves and it will be the combat of 1998, considering VF3 will not be appearing now until '97. The latest version of the Sega Graphics Library (SGL) is being used to convert the game to Saturn, and Sega are confidently predicting a gameplay-for-gameplay match. Although the Saturn may not be able to match the excesses of the Model 2 board, the eight characters, techniques and styles will be replicated.

The work done already, shown here, is stunning, with two characters rendered in realtime and the familiar barred arenas and backgrounds taking shape. We'll be following developments on this explosive game very carefully.



Wouldn't you like to remove Grace's clobber? Well learn the correct combo and it's disco-time



Bahn stands alone in AM2's demo shot which goes to show that the first really conversion between the fencing lit in the bag. Noticed the flat background, however. All in all it's an A for AM2 so far keep up the good work.

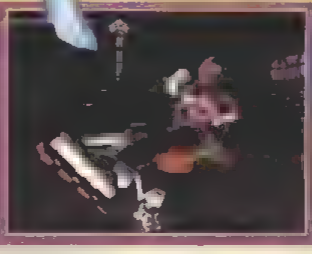
The best 3D fighting game ever gets even better with [illegible]. In bed with us here.

Action takes place behind bars, with [illegible]

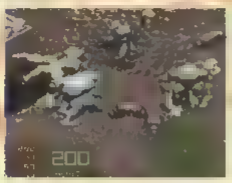
BARNEY ARMY

Which of these eight nutcases is you? (You can't choose Bahn, because that's Gary Harrod from Maximum magazine).

The 4,800 yen question is how [illegible] AM2 will [illegible] frankly [illegible] sent [illegible] the [illegible] 3-D [illegible] for [illegible] clear [illegible] using [illegible] dimen [illegible] drop [illegible] be [illegible] pulling [illegible] fairly neat part of the gameplay.



It's been a long time since Konami have developed anything for the Saturn – in fact, we thought they'd stopped doing stuff altogether. But it seems they were fooling us all along. This year they're back with a title that's sure to make even the most enthusiastic gore fan's stomach turn...

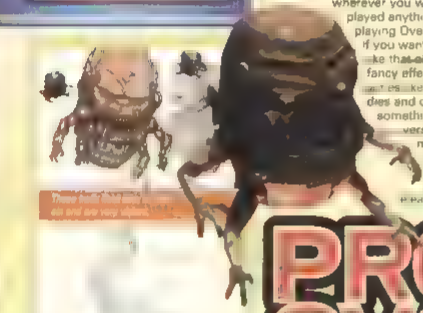


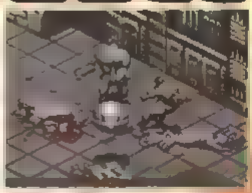
If there's one thing that stands out about the people working on Overkill, it's their prodent passion for anything with a bit of gore in it. They've had plenty of time to develop their pet hobby too as, since undertaking the project, all they've done is think of more ways to include blood, guts and viscera in their straight-for-the-jugular isometric shoot 'em up.

The result of this, depending on your viewpoint on video game violence, is either the best thing since MK3, or the most disturbing Saturn title to date. Shoot an incredibly ugly monster, then stand back and watch as his guts spray on to the wall behind. Then do a little dance in his blood and pitter patter his entrails throughout the level (if you stand in an enemy's blood, it will stay on your feet and leave trails wherever you walk). Yep, this may be a seen-it-all-before blastfeame, but there's no way you've played anything *quite* like this. The closest thing like it on Saturn is probably Loaded, but after playing Overkill for a few minutes, it seems very tame in comparison.

If you wanted to describe Overkill in the most basic way possible you'd probably say "Why, it's like that old classic Gauntlet, but with better graphics and loads of fancy effects." But although Overkill uses the basic principles seen in ancient Gauntlet (run a round maze-like levels, blowing away baddies and collecting keys to allow entry to the next level), there's something much more compulsive about this souped-up Nineties version of the game. The sheer body count certainly makes it more fun and little effects like the recoil on a body that's just been pumped full of lead will have you simpering with glee.

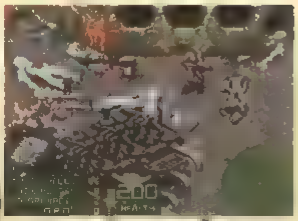
The Saturn version of Overkill is still in its very early stages, but we'll be keeping you updated until the game's release. Keep your peepers peeled.





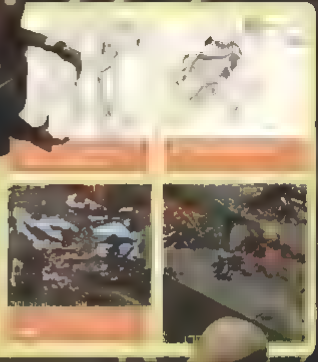
A UNIQUE CONTROL SYSTEM

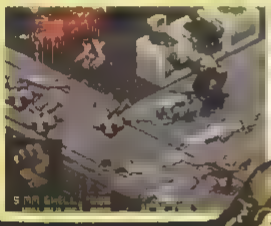
Remember Smash TV? No? Well, it was quite a long time ago. Well, Smash TV in the arcade had this unique control system where one hand controlled the direction of the sprite and the other hand controlled the directional fire. This is exactly how the controls work in Overkill – the standard directional part of the joypad controls the sprite and your choice of four buttons on the right, controls the fire – in up to a 45 degree spray to whichever way the character is facing. This means you can pick the enemies off with much more ease and it means you waste less firepower too.



HACK! SLASH! MAIM! KILL!

Blood. Standard fodder in any shoot 'em up, but in Overkill, it's used to great effect. Pump a round into an enemy, then watch their guts splatter on the wall behind, or shoot them in the head and watch a purple projectile emanate from their brain. Let's get one thing straight here, Overkill is not for the faint hearted and in the States at least it will come equipped with an MA rating – for mature audiences only. With such an abundance of viscera it would have been quite easy for the programmers to stray into the realms of bad taste, but the end result just adds to the humour of the game and it definitely beats giving the characters green slime instead of the real thing. Another nice touch is that after blowing your enemies away, they don't just disappear into thin air, and they don't re-appear when you revisit the room. Nope, they stay there, lying in their own blood for the rest of the level.





I'LL TAKE THE HEAT SEEKER!

There's loads of variety in the weapons you can use in Overkill, from a basic hand knife to retina scanners, rocket launchers and heat-seeking missiles. These can be picked up throughout the game, and will run out unless you keep them constantly supplied with ammo. The weapon variety is essential, as some enemies are virtually immune to some attacks and can only be killed in a certain way. For instance, there's even an invisibility weapon so you can sneak up behind some of the visual-sensitive enemies and stab them in the back. Then sit back and watch his comrades panic while you pick them off one by one!

VIRTUA COP 2

BY SEGA

PLAYERS 1-2

COMPLETE

Oh what a jolly whoosh of Sega's last year, when they made an ad for Virtua Cop by asking a real 'fag' what he thought about it. Shame they couldn't get enough games 'n' guns into the shop for the psychopathic Saturn fraternity, because when Cop got into the shops, sales went mental.

How does Sega respond to such a demand for a brutal, merciless killing spree of a title? Pander to it with a sequel of course, and it's the arcade sequel too. Cop 2 is leaps and bounds ahead of its predecessor and the Saturn is coping admirably with the conversion. James Smarty goes and Michael Rage Hardy are no longer male and she's a woman. Marsha Sadly, much as they'd like, they can't all play together and someone has to make the tea while the other pair [illegible] Cop. It's shooting gallery style of action taking targets out as they appear as you shuffle round a [illegible] and [illegible] AM2 have put together this arresting level 1 demo. The shots you see are a Saturn but there's a lot of work to do yet.

TONIGHT

The [illegible] of VCPC has become rather more exciting. The first level takes you through a jeweller's [illegible] a hair raising car chase. Burt Reynolds appears to be behind the [illegible] Harley Davidson with [illegible] cows. Rather like a [illegible] you drive somewhat [illegible] Of these [illegible] is the most impressive in MEAN MACHINES [illegible] whether [illegible] the sustained we [illegible] would we have got to I AM2. There's a perfect sense of recklessness as you skid [illegible] narrow missing [illegible]

from the sidewalk and place the

VIRTUA COP 2

2 is a feast of joyous little visual details. The Saturn version includes the spinning fence at the jewellers and the little glass gem cases. Look out for bonus bad guys who try to sneak past your line of fire. There are also lots of totally brilliant new bad guys to mow down.

There are two of the levels in the game more complicated than Stage 1. The first of these is a jaunt through a huge luxury yacht, owned by some shady smuggler types. Cross reference on Sega Universe special with the Pose code. Adventure and you have the idea. The finale has you following the plot by infiltrating a huge Cybernetic Base. Both these levels allow you to choose routes at the signposted junction, like Panzer Dragoon 2 and otherwise the game is linear.

carrier bag...

out of town.

Prince Of Persia 2

BY: TITUS

GAME TYPE: PLATFORM

RELEASE: AUGUST

PRICE: TBA

1 PLAYERS

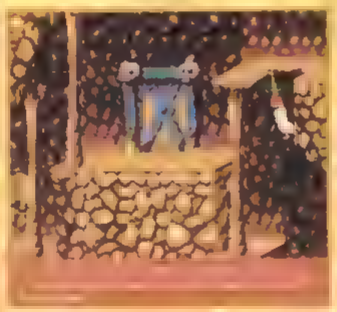
16 MEG

COMPLETE

Calling all fans of bloody hard games — we've got a bloody hard game for you. Titus' Prince of Persia 2 will be redefining the meaning of the word frustration in just a few months time.

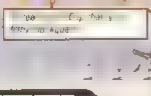
The original Prince Of Persia was a huge success when it was released on the Mega Drive a couple of years ago. Now Titus are releasing the sequel, which was originally released on the Super Nintendo and Mega CD a few months ago. Now it's the Mega Drive's turn to get the game, and it's looking very impressive indeed.

Just like the original, you play the part of a young prince who has been imprisoned by the evil Jaffar. You have to escape from the dungeons and then battle your way across the land to rescue your princess. Sounds easy, doesn't it? Well, it's not. Each level is packed with deadly traps, nasty guards and tricky platforms. Make one wrong move and you'll be impaled on spikes, sliced in two by a razor sharp blade or fall to your death. Each level is a puzzle in itself, and you'll have to think very carefully about what you're doing before you do it. Get it wrong and you'll have to start the level all over again.



CRYPTIC CAPERS

Although the game is really one big puzzle, Jordy's added some interlude sections which are focussed on your grey matter. The first, and not so difficult of these, is the entrance to the cave. Five tiles cross a pool of quicksand. One has a strange symbol. Oh, I wonder which one opens the door? Answers on the back of a Gladiators envelope, please.



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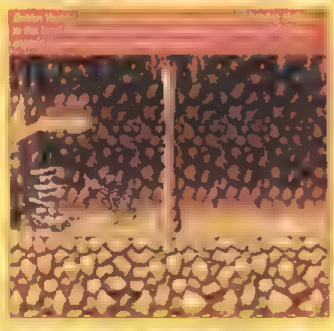
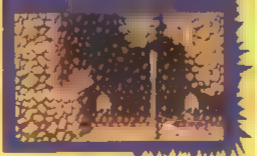


RUSTY CUTLASS

You are regularly called upon to take eyes out and rearrange internal organs with your evil banana-shaped scimitar. Combat is entered whenever a guard or unnatural enemy comes on screen. By drawing your sword with the C button, a new range of thrusting and parrying commands become available. Inevitably, there can be only one.



LOADED
THE CREAM OF THE CRASS
LOADED
ON PLAYSTATION AND SATURN

Once upon a time 'Jam' came in jars and various fruit flavours. Now the ubiquitous term is stapped across every prospective basketball release. It has the advantage of rhyming with 'slam', which is how people play basketball now. In our school days, you beat your knees and took a pansey lob from under the basket.

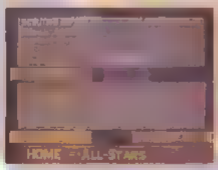
In Crystal Dynamics' sports arena, this is not permissable! All the full-bloods of America's NBA leagues are present with special endorsement coming from long-legged superstars Magic Johnson and Kareem Abdul-Jabbar – supposedly a guest star in Airplane S&J '96 is an update of BMG's 3DO game of (almost) the same title last year, with crisper graphics, smoother 3-D and sprites that stay defined close-up. It uses a fixed 3-D perspective, with your team always playing into the screen, which requires some adjustment. Otherwise, the rules is basketball.

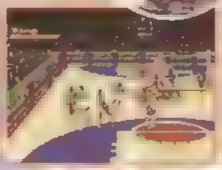
SLAM JAM

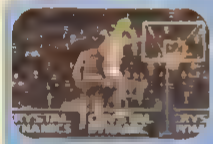
Slamming Jam

Play as Sweden. If you so desire. International teams are included to bulk up the usual American conferences and leagues. There promises to be all the statistics you may want, though this option was not completed for the previewable copy

The gameplay potential is revealed the more you play, as the computer reveals tips and snippets of wisdom at the end of each quarter. These range from reminding you of techniques you're not using, or showing how they can be employed to best effect.







Slam and Jam has gameplay elements of the arcade basketball games, like NBA Jam, and the more serious simulation types, like EA's NBA Live. There are enough button functions including stealing and passing for the pro play, but the game moves quickly and there's a Jam-style dash bar, used for speed and fancy slam dunks.

33's got a note from his mum

THREE DIRTY DWARVES

THREE DIRTY DWARVES

BY SEGA

COMPLETE

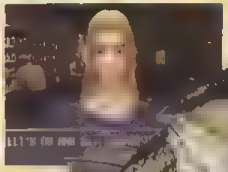
What an interesting title for Segasoft's game which takes bits of Dungeons and Dragons, throws in some cartoon graphics, plays like Streets of Rage and then has a personality crisis every few levels.

... takes the vertically challenged ... New York ... twenty-seven fantasy urban ... out within the next few weeks as a ... some of Sega's big blockbusters ...

ZOOMSVILLE

THREE INTO ONE

SEABASS



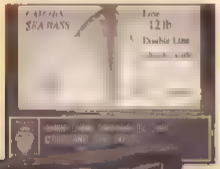
While it's stretching things rather to describe writing MEAN MACHINE as an art, there is a knack to game preview introductions. There are limited avenues for creativity – anecdote, satire and comparison are all fair game. One of the most reliable methods is to rely on the 'related real-life experience' approach.

Never having been fishing for sea bass or dolphins off the coast of Japan, or ever having played anything similar to JVC's new game, I am therefore at something of a loss to know how to kick this one off. Sea Bass Fishing recreates the sights, sounds and, erm, thrills, of fishing in the fast lane. The game recreates the whole experience – from chatting with a bar tender about going fishing, to picking a captain, planning your route and even having a kip when you're tired. Oh, and you get to catch some fish as well if you're lucky.

Following your Captain's expert advice, you carefully select the right tackle, study your method, choose the best spot and then tease the little beauties into your net (that's the tricky bit). Then it's all back to the lodge keeper's kitchen for a fry up!

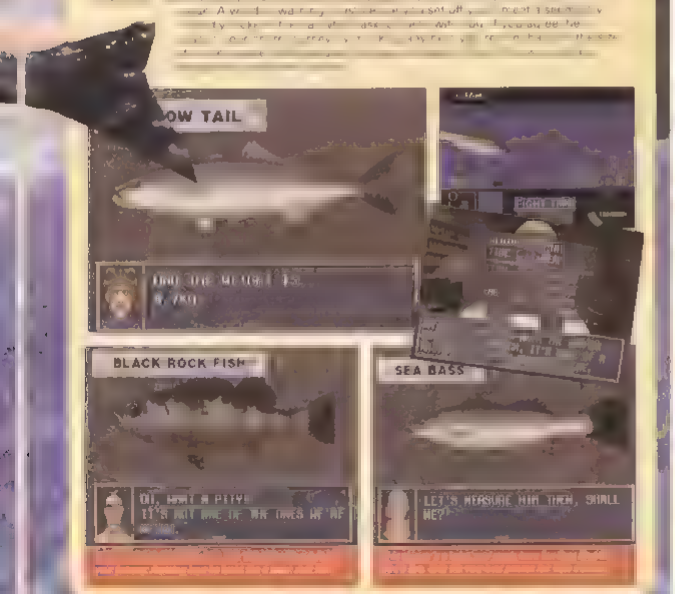
GOLF COURSE FISHING

Anyone who's played a golf game before will be familiar with the control system. Sea Bass Fishing... [illegible] back of your boat and you cast off in much the same way you would take a swing during a game of PGA. If and when you get a bite (and this mercifully shouldn't take as long as the real thing sometimes takes) then you must carefully reel the beastie in, keeping an eye on the power bar to make sure your line is taut enough, but not so taut it breaks.



FISHING

THE ONES THAT GOT AWAY

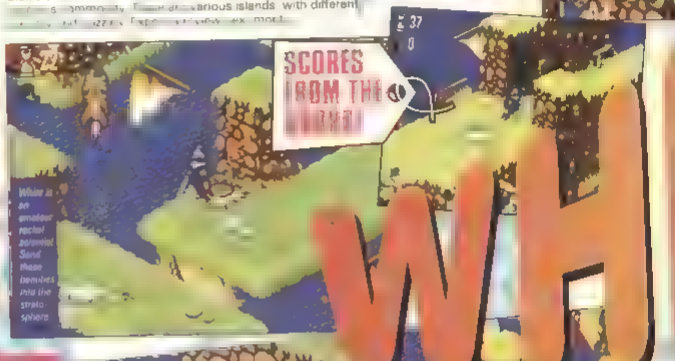


STRANGE VERY STRANGE

This neat little contender first got a taste of daylight some three years ago. Flair Software were developing it, Paygnosis were releasing it. It actually featured heavily in their release plans. But some things are never to be — Psygnosis jumped out of Megadrive games and Flair soldiered on putting Whizz together.

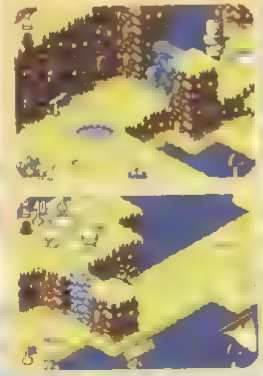
The development time can be excused when you see they've obviously wanted to get a lot out of the Megadrive. Fast, isometric graphics without sacrific[illegible] gameplay. W[illegible]s a 3D[illegible] the beast[illegible] ongoing ba[illegible]oon a[illegible]ega[illegible]st his arch-enemy. Who he? We no know

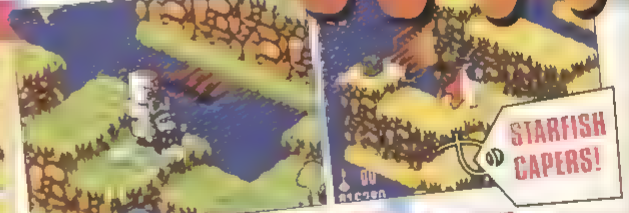
[illegible] event anyway as Whizz's gameplay is more interesting than its plot. You caree[illegible] around a complex playfield, consisting of isometric islands linked by bridges. These are sealed off by various textured doors, which require you to possess cubic keys first. The islands are chocka with enemies, which Whizz can spin[illegible] touch, leaving a health bonus or penalty various other actions are open to Whizz – releasing rockets amongst them, but the main enemy is TIME! Whizz is played against the [illegible] and [illegible] s[illegible]mmodity, [illegible] at various islands with different [illegible]. Extra[illegible]ways are mixed



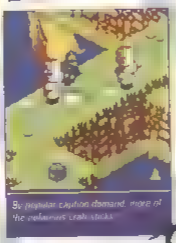
THE DOORS

Map out the cubes [illegible] you need each one to get through the eight doors. The doors get harder [illegible] from one to wood and the [illegible] ron. The [illegible]der keys [illegible] you must get through some [illegible]





Lemme mind the nefarious crab sticks, Merlin!



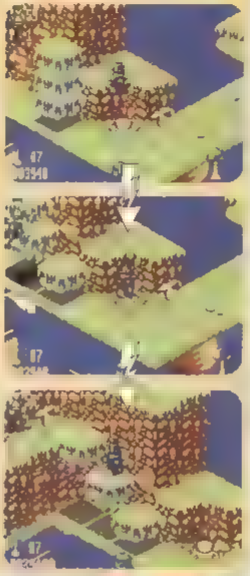
By popular caution demand, more of the nefarious crab sticks

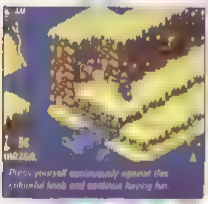
TAKING ON SONIC?

[illegible]onic [illegible]sn't it? We got a[illegible]xcited about Sonic 3-D, and then another one comes along the next month. Whizz, the underdog [illegible] may not have the budget 3-D games behind Sega's isometric wonder t[illegible]o[illegible]e magic [illegible]d's speed and [illegible]sh makes it a contender. We [illegible]t them [illegible]d [illegible]head

INCREDIBLE MACHINES

Quick-thinking use of various contraptions is vital. Whizz sometimes has to push springs to send bouncy badgers in this sequence, a switch creates a crucial stairway.





ICE-ICE BABY!

YOU LAUGH YOU DIE

CAN YOU HANDLE IT?

Gremlin INTERACTIVE

LOADED

ON PLAYSTATION AND SATURN

STEVE'S TIPS

"Aye, a wa' deen the Toon, loooking for me fave mag, and the newsie did nay ave it. Where's me blinking Mean Machines at? Did nay beelive it man.

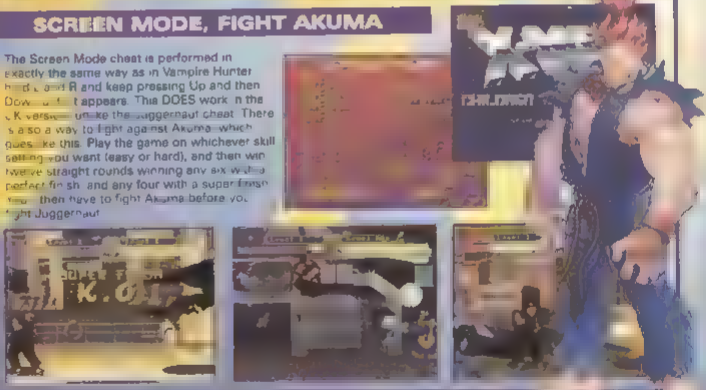
With Euro '96 still fresh in our minds, there was an obvious choice for the coveted role of guest tipster this issue: Gazza. "Er, I canny beleeve it, man! Errrgghhh! [That was a Gazza burp, by the way] Ya gooin' doon tha' tubes man! Ee, it's alreet for soom peepal! Tsk! Maam, where's me Goolash and spaghetti? Oooh, me blinkin' leegs goon ag'in. Waaaa!" Oh stop crying you plob and get on with the tips. Someone give him back his dummy will you? Send your tips to WHO CARES IF GAZZA GOT DRUNK? IT WAS HIS BIRTHDAY AFTER ALL, TIPS BAR, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Prizes are still on offer, if you're interested.

SATURN

X-MEN: CHILDREN OF THE ATOM

SCREEN MODE, FIGHT AKUMA

The Screen Mode cheat is performed in exactly the same way as in Vampire Hunter. Hold L and R and keep pressing Up and then Down until it appears. This DOES work in the X-Men version, unlike the Juggernaut cheat. There is also a way to fight against Akuma which goes like this. Play the game on whichever skill setting you want (easy or hard), and then win twelve straight rounds winning any six with a perfect finish, and any four with a super finish. You then have to fight Akuma before you fight Juggernaut.



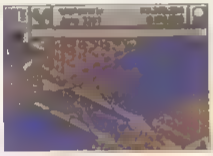
MORTAL KOMBAT 2

CHEAT MODE

SIM CITY 2000

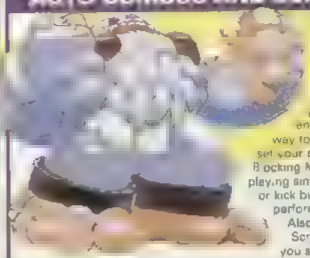
SECRET FRUIT MACHINE

Mr S Gambecast Great Yarmouth has very kindly sent in a rather nifty little cheat for all those budding city rulers out there. Are you ready for this? Build a marina and wait until you have two boats moored there. When you see one of the boats sailing around, move your cursor over it (when it becomes stationary!) and press the right shift button. This will give you the info on the boat. Now press B button to get back to the marina and then straight away, repeatedly press the left shift button. If you are successful, three fruit machine reels appear, but instead of featuring fruit, they contain icons that are relevant to the game. Simply press C to stop each reel, and it costs $10 a go. He says that he hasn't managed to work out what all of the icons do when you do get three of a kind, but the 3 dollar signs give you an extra $100, and the 3 lightning bolts takes your power station back to 0 years old. Cool.



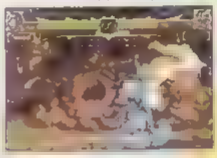
VAMPIRE HUNTER

AUTO COMBOS AND SCREEN MODE



More Vampire Hunter cheats to kick off this month's tips section, and a couple of snippets to help you through those teething problems you may have encountered. For an easy way to get three hit combos, set your character to Auto Blocking Mode and when you are playing simply hit all three punch or kick buttons and you'll perform an instant 3 hit chain!

Also, there is a hidden Screen Mode which lets you slightly alter the screen size. To access this go to the options screen, hold L and R and continually press Up and Down until the option appears.



GEX

CHEATS

This annoying but occasionally fun platformer allows you the option of skipping your way through the game with only the last boss Rez to beat. Be warned however - you could complete the game within five minutes if you try this. Look away if you want some lastability. Go to the password screen and enter this code: CZYDRHYP. All of the levels will now be open, including Rezopolis. There are also some other cheats that can be accessed by pausing the game, holding down the R button whilst pressing any of the following button combinations:

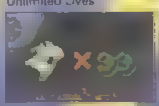
Down, Up, Start, Right, Right, Z, A, Start, Start. Right, Right
Electric Shots

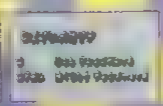
B, A, Down, A, Down, Down, Down, Up, Down, Right
Invincible

Right, Y, Right, Down, Right, Right, B, Left, Up, Right
Ice Shots

C, Up, Right, Right, Y, B, Up, Right, Up
Fire Shots

Up, Up, Down, Right, A, Down
Unlimited Lives





BLACK FIRE

CHEATS

Even though we've received this issue we thought we'd help the mark provide the cheats. All of these are to be performed on the title screen.

To replenish fuel and energy, go to the title screen and press L, A, Z, Y, A, Down, Down. A sentence will indicate that it has worked. Now press Start and Start again during the game to stock up on everything.

To skip levels, press and hold C, B, A, Up, and L in that order. Now release A, then C, then L, then Up. A voice will sound as conformation. During the press and hold A, B, C, and Up and then press L to skip forward a stage.

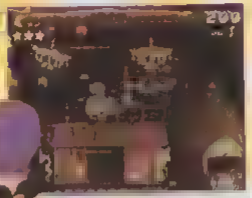
[illegible] A, B and C and then release [illegible]. Now press B, A, B and [illegible] press and hold [illegible] then release A. [illegible] select.

JOHNNY BAZOOKATONE

INFINITE LIVES

To give you a never ending st... on the dire...deformer try ... following passwo... these passwords to take you to the levels

Level 2	Walker3
Level 3	Overtime
Level 4	v l a
Level 5	Endless



NHL HOCKEY

POWER UP PLAYERS

To power your players up to the max, go to the player attributes screen and press A+B+C+X+Y+Z. Also there are some weird cheats to fiddle about with. At the start of a two player game when everybody is being shown to the crowd and all that, try X+Y+Z+L+R at the same time. Now when you hear the national anthem playing, hit any of the following buttons

Big Players L+R

Puck Floats to Centre A+X

Chunky Players A+B

Upside-down PlayersA+Y+Z

Bouncy Puck X+Y+R

MEGADRIVE

EARTHWORM JIM 2

CHEATS

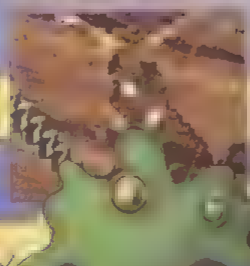
A ... r ... ob... ...ach one yo... must pause the game and press these buttons

Extra Life
A, B, C, C, C, A, A, B

Extra Ammo
C, B, B, A, C, B, A

Three Way Gun
C, C, C, A, A, A, C

Extra Continue
A, A, C, C, B, A, Left, Left



WIN! The Ultimate Gaming Rig!! OVER £12,000 IN PRIZES!

You know the POWER. In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It's easy, simple, and the only one. Enter as many times as you like. It costs more, but also it's all up to you. Story to be the one with the highest score and the gear to prove. With whatever options you want. So you have what it takes? Then play to win!

Computer Contest. Win a Monster fast computer with Pentium 200 Mhz processor, 16 meg. ram, 1.2 Gig. hard drive, CD-ROM, 17" monitor, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation, Sega Saturn, Virtual Boy, 3DO, and Atari Jaguar. Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, £1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment. A [illegible] 128 watt receiver w/ Bose Pro Logic surround sound, and all components. We Satellite Receiver as a Bonus! Of course, this rig will have you covered!

We're talkin' GAMING HEAVEN!

Simultimes. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Now use the Mystery Word Clue.

In the Square. There will be four more puzzles at £2.00 each and you may purchase as many as you want to win. You will have 3 months to solve each puzzle. We don't know how many will play but [illegible] prize will be split. Highest score possible to score in Phase I: 40% to Phase II, 30% to Phase III, and 20% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

		H					MYSTERY
			E				
P	I	N	C	H		W	
		R					WORD
S							

WORD LIST and LETTER CODE chart

PINCH	.W	PRESS	. . .K	BLAST	A	WRECK	D
BREAK	Z	PUNCH	... S	SPRAY	..C	TURBO	V
STOMP	T	STAND	. R	PRESS	.E	DREAM	O
CRUSH	.I	SCORE	. H	SLANT	L	CHASE	P

MYSTERY WORD CLUE
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes! ENTER ME TODAY, HERE'S MY ENTRY FEE:

- (£2.00) Computer Contest
- (£2.00) Video Game Contest
- (£2.00) Media Rig Contest
- (£3.00) SPECIAL! Enter them all (SAVE £3.00)

Name

Address

Town **Post Code**

SEND CASH, M.O., COIN, OR CHECK TO: PANDEMONIUM, P.O. BOX 10452 [illegible]

[illegible] • ENTRY DEADLINE [illegible] • ENTRY FEE MUST BE INCLUDED

PART 4

The end is near, my friends. A journey that was said to [illegible] the greatest [illegible] on a planet [illegible] ended [illegible] in the [illegible] final passage to [illegible] Prometheus. Make fast. The [illegible] ages is near, and the final battle is in sight. Bring on the Dark Elf!

You have to fall down, but the only way out is back up. Now go up from the start (as that is where you emerge) and use the boots and blast orb as before to traverse the gaps. The eye door will now open. When you reach the three switches, equip the magica, hands as well as the blast orb and use the multiple attack to press all of the switches and open the door.

Now go down the steps, in the conveyer belts and gnashers room, make your way to the bottom of the teeth, and onto the ice room. From here you should head to the bottom right avoiding the holes in the floo The chest in the smaller ice passage contains Ange

Head [illegible] the door and [illegible] wards the [illegible] switch in front of [illegible] tablet blocking your way [illegible] the blast orb equipped. [illegible] a heavy boots to [illegible] se [illegible] in front of the door. [illegible] This works to [illegible] of the [illegible] the tablet [illegible]

Now go into the other door that was next to the one you emerged from. Coming out into another conveyer belt room, you should head upwards, using the slide boots/blast orb combination again to jump over the gaps. Ignore the first door you come to, and work your way down, and onto the chasm where there are lots of little platforms to jump over in the bottom left corner is a life up globe. Now go back right to the [illegible] and from the [illegible] head upwards, and down the vine. (Don't forget your monkey suit.) At the bottom use the spark ball to get rid of the rings, and go down through the door at hit the switch. Now re trace back to the chasm/gaps room, and make your way to the far left room. Get rid of the stone tablet door in exactly the same way as before, and then equip the freeze orb and magical hands to form a shield to render the lasers ineffective.

Now step on the icon on the floor to receive the Shining Sword.

BACK TO THE CASTLE

Take a trip back to see the King, to reveal the next part of the quest. Before you do, save the game in the church in the castle and have a night's kip at the inn to stock up all of your energy. Go and see the king and he'll tell you about all of the troubles and what not, and open up a secret passage to the next level and the Great Labyrinth. First though, head for the top left of the map when you emerge in the mound to reach the labyrinth.

GREAT LABYRINTH

The object of this level is to find and defeat the four Djinns located in the maze who are trying to revive the giant. There are four of them located in and around the maze, and they require a lot of patience to find. You arrive in a room with another set of stairs to take you down to the final confrontation, and four lightning panels for you to slide into. The panel in the bottom left will take you to a Djinn, so ignore that for the moment, and head for the bottom right hand panel and slide into it.

These [illegible] the [illegible] maze.

When [illegible] you [illegible] confronted with [illegible] passages take the right and one go down and touch the switch to make the panels appear and then go through the door in the top right. Go up using the temporary tiles through to a Pegasus tile. Equip the hat and fly to the right, and go through the door. Now go up left, and up again to another tile and this time fly to the left. Go up and then right travelling along the water until you reach the switch.

Hit this [illegible] down to the [illegible] below.

FINDING THE LIGHT LABYRINTH

Once the [illegible] you possess [illegible] the West [illegible] and walk into the black door to

reveal the Light Labyrinth. (The West Cape is above the Water Labyrinth, in case you get lost.)

LIGHT LABYRINTH

From the start, go right and across the crumbling platforms. Using the blast orb and the slide boots, jump over the gap to reach the blue key.

Golden Sun

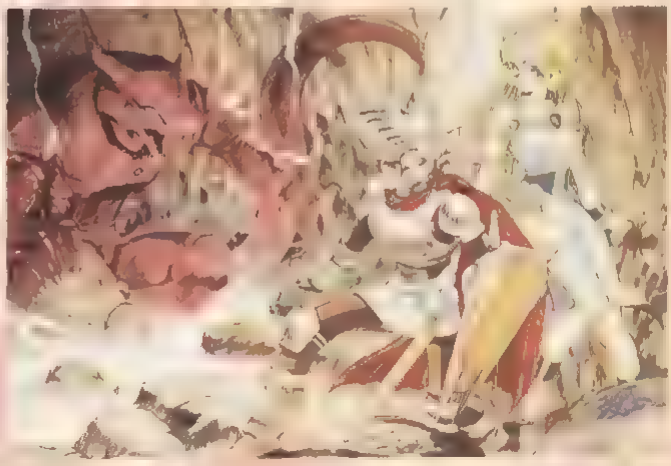
style background. Firstly head left, then down and into a room with 3 possible exits. Take the bottom one for now and keep going down until you see a group of bombs in a room to your right. Use them to blow up the two cyclops in the wall to make a passage to a switch. Touch it, and then quickly run down until you reach the bombs. Go left until you see the temporary platforms and then walk on them and go to the first right. The chest contains a red key.

Use the slide boots and the blast orb to get back across the gap you flew over. This time, fly off to the right at the split over the gap. Go through the door and fly over the water - you should just make the open door in the bottom right corner. Go through this door and continue down to a small room with another switch. Hit this and run outside on to the temporary blocks that have appeared and head down. At the next available turning (which will be to the right as you look at it) go through to get the green key from the chest.
Now you have to fall down as there is no other way up. You'll land in an icy section - from here you must

Whilst the baddie is flying about you can still hit him with the blaze orb/shining sword combination. When he lands, hit him with the same thing and then run away as he spins like crazy. Keep at it like this and you'll defeat him.
Now go back to the panel room and head for the the top left panel. Slide into it. You'll emerge in a fire

Use the slide boots and blast orb to jump over to the door above the

head down. You should find a shallow pool of water leading into a deep section. Step in the shallow part and use the heavy boots and the freeze orb to freeze the water. Hit the switch at the end. Now go into the door that has just opened to the right of this switch and collect the blue key. Go up, left and down the stairs. Touch the switch when you emerge and go down to find yourself back at one of the Pegasus plates used previously.
Now head back to the start and take the left hand passage previously ignored. Activate the Pegasus helm and head for the bottom right corner and hit the switch. Now go to the top left, and the door will now be open. Go through and up at every opportunity to reach the first Djinn



Shining Wisdom

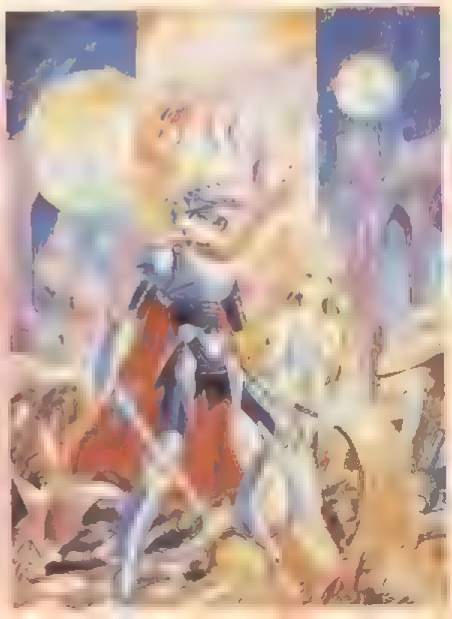
entrance to the chest (to prevent yourself from falling down) Now go through the door and to the left. You'll emerge in a room full of flames with nowhere for you to move. This is where the heavy boots and the blast orb pairing becomes useful. They'll get rid of the flames and pave the way for you to go. Be warned, however only use the magic on a solid piece of floor otherwise you'll end up falling through. On this occasion however, you actually want to fall through

Go to the bottom right of the room and take the first door on the right again to discover some more bombs and a cyclops. Blow that up to go through to a switch that you should touch to turn the sand to stone. Now go back up to the fire room you fell down from via the exit in the top right corner of the first room you landed in. Now make your way to the bottom left of the big fire room and down the steps in the adjoining room. Again head for the bottom left when you're downstairs and you can now traverse the bridge as the sand should still be stone. The yellow key is the reward.

Go back up the stairs, and go to the room on your left. Now take the path that leads to the bottom of the next room, and blast your way past the flames to the exit in the top right. Hit the switch and go to the right, blasting more flames and making your way to the bottom right exit. Don't worry if the blocks disappear before you make it – you can use the blast orb and side boots to jump the rest of the way. Go through the door to reach the next Djinn

Again, use the same tactic as before with the fire orb and the shining sword, but when the Djinn starts to spit out a trail of fire, run behind him to keep getting in hits before the fire has time to catch up with you

To save time, use an angel wing and go into the first panel on the left when you emerge and go on to face the Djinn. This fella is pretty tough. When he tunnels watch out for the bits of dirt as they cause damage. Whatever you do, don't get caught in any of his lightning attacks as they cause monumental amounts of damage. Wait until he is walking before attempting to attack. The final Djinn is located in the top right panel, and is of the water variety. To kill him, wait until he is coming through the surface of the water and then freeze it using the heavy boots and the freeze orb. He'll get stuck and you can let him have it. If that doesn't work, get behind him again (the backs are the weak spot for all of the Djinns) and avoid any of his attacks while diving into him. When he's dead go back into the city and stock up on herbs, spend a night at the inn and save your game in preparation for the final battle

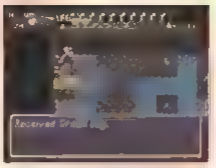


THE FINAL BATTLE

Once all four of the Djinns have been released go down the other steps in the transporter room and you'll face Pazori. He has a couple of attacks – one is a freeze shot, which sends a trail of rising ice towards a part of the screen and the other is like your blast orb/heavy boots stomp. The trick is to keep moving all the time, and get behind him as often as possible to get in hits while his attacks are aiming in another direction. This will reap the best results, and you'll have completed the game!

WAIT: THERE'S MORE!!

There are a couple of levels you may have noticed haven't been covered in the guide. This isn't because we missed them – it's because they aren't levels that have to be completed in order to complete the game. Here we go with the first of the secret levels that is found at the bottom of the treasury. Simply slide into the panel to reach a place similar to the Royal Crypt, but needing a lot of your special abilities. The second is located at the Thousand Year Tree to access it you need to make the



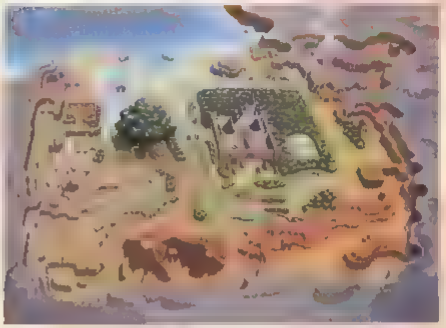
small sapling on the second floor of the tree grow, using the sap that the Hermit from the top of the tree gives you. It takes a while to grow so be patient. The rewards from completing these two levels are more orbs (not the important ones) and powered up jump shoes. There is nothing too difficult about these levels as they are similar to what has gone before.

UNCOVER HIDDEN SECTIONS!

When orbs and other items are collected, bushes, trees and cracks in the rocks can be utilised to greater effect. Take a look at these

BLAST ORB

When this little beauty is in your hands, try equipping it and walking into these leafy bushes. They explode, revealing the ladder to the passage below and a chest containing wonders! Look out for the Tovdona car.



BLAZE ORB

This works in the same way as the blast orb in that when you equip it greenery will combust when you walk near it! The dark trees are the ones you should look out for here as they prove very rewarding.

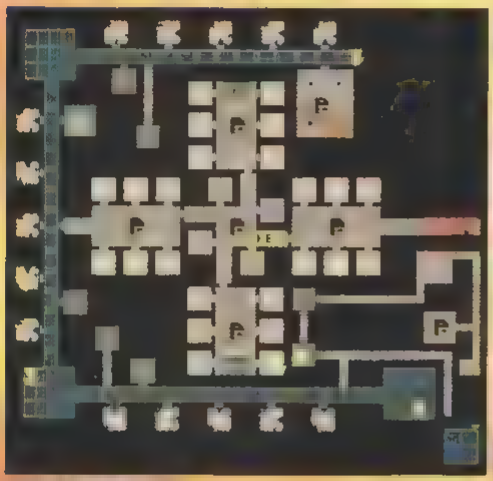
HEAVY BOOTS

By equipping these and running into it's cracks and weaknesses in the walls and cliff faces around the outside playing area, more goodies are shown, especially the stranger shops in the continent.

Well, was it worth the wait? Without doubt one of the greatest RPGs of all time has drawn to a close. Or has it? The statistic at the end contains a clue. Items Collected 71%. Oh well, keep on playing until you find them all. Good

Gremlin's first release was endorsed to the extent of a 93% score from the rabid Steve Key last month. Due to his vast, labyrinthine nature and realistic atmosphere, we thought it best to provide a comprehensive [illegible] in this first part.

LOADED



OF GOOD CHARACTER

We recommend three of the characters as particularly worthwhile:

VOX
Once powered, her voice gun covers a wide area, and Vox's speed is an asset for impatient players.

LEVEL 1

Like many stages, this is a key-collecting mission. The secret of success is to know exactly where the [illegible] enemies are. When a life is lost it cannot be regained, so retreating from an [illegible] even sh a near-lost life is good tactic. By the same token, don't squander first-aid kits by collecting them when your re healthy you can return later

LEVEL 2

No shortage of secret passages here. Check the map carefully. Also, there's an orange door on the first corridor of cells that you return to when both the red and ye low keys are collected. 'Corridor' strafing is a technique to use here. Using strafe inch allow a corridor with oscillating, sideways motions. Your fire will hit many targets before they are visible on-screen.

LEVEL 3

Rats plague this and the next level. Don't [illegible] at them [illegible] kee[illegible] [illegible] they [illegible] cross [illegible] path. In any case [illegible] more [illegible] keys to [illegible] than cause serious [illegible] age [illegible] ess [illegible] they [illegible] great numbers. Bew[illegible] door arches as zomb[illegible] can collect there [illegible]

MAP KEY

LEVEL 4

[illegible] huge level has a single [illegible] spo[illegible] er that requires all [illegible] keys. Yo[illegible] discover [illegible] [illegible] pies abo[illegible] the [illegible] [illegible] other levels [illegible] [illegible] [illegible] [illegible] Worse, they regain [illegible] plague [illegible] [illegible] best tactic is to [illegible] areas and [illegible] alternative routes on [illegible] way back [illegible] key [illegible] possible. There is [illegible] ext [illegible] [illegible] passage.

LEVEL 5

[illegible] and [illegible] level that is an interlude between the [illegible] and badlands. There are few crates off the beaten track worth finding. The main threat is from guard dogs which can penetrate the fences which block you. The boss of sorts at the end succumbs to a few special weapons.

SEGA (AM3)

IMPORT

IMPORT

MULTI-PLAYER

1-2

CONTROL
JOYPAD
GAME
MEDIUM
CONTINUES
NONE
SKILL LEVELS
3
RESPONSIVENESS
OKAY

AM3 developed this for the arcade ST-V system. The implication here is the classic Track and Field.

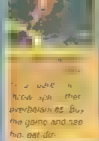
Beat world records and your opponent in 10 Olympic Decathlon disciplines.

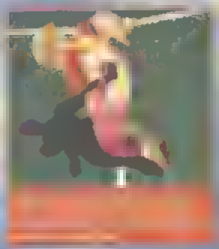
Out January 7th

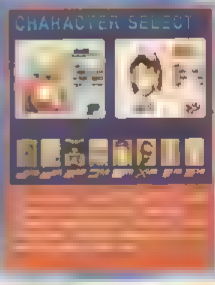
Summer is the season of sport, and inevitably the ultra-fit MEAN MACHINES team have been putting in some serious games practice in order to be selected for the Decathlete review squad. This is one of the games you do not buy for an arthritic Granny, or anyone in your family with a claw, because you require a Saturn and fingers to get the most out of it. Do you have these ready? Then we'll proceed.

SEGA SPORTS

Decathlete







SEGA SATURN

PlayStation

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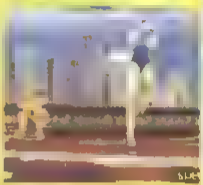
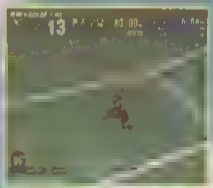




BUTTON LOOK

Multi-sports games aren't really my cup of tea but, like Track and Field, Decathlete won me over on the quality of its graphics as much as anything else. The figures are outrageous caricatures, each with their own personality and curious habits and exressions. Their interaction with the very solid backgrounds is impressive from whatever angle you view from, even if the replays are sometimes lacking. Where this really scores over Track and Field is in its ease of use. Getting impressive speed and power levels up is possible without breaking your fingers, or the joypad. Whether either are much good for anything else afterwards is another matter...

We've been envying Konami's Track and Field on Playstation for some months, and now Sega come along with a game that looks better! Decathlete figures are fantastic — as detailed as any game characters ever seen. AM3 have chosen to add humour to the game, as the characters are pretty off the wall — particularly Britain's own Jeff Jansens. The game is a little more laid back, with no particularly rigorous events or complex controls. More than two-player competition would have been nice, but how many houses have four pads anyway? Decathlete works well as an arcade conversion on Saturn, revitalising an old but popular formula with some amazing graphics.

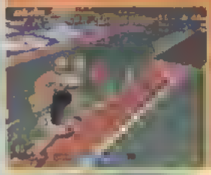
you buy it.

£3.49 for three evenings

BLOCKBUSTER VIDEO

100 METRES DASH

LONG JUMP



SHOT PUT

HIGH JUMP

400 METRES

110 METRES HURDLES

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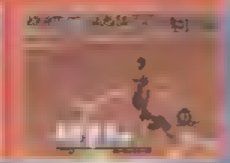
DISCUS

Difficult... The player uses the pad to rotate the thrower through a complete circle, then lets go of it when [illegible]

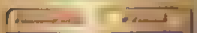


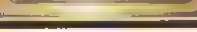
DECATHLETE'S COMING!

Our review of Decathlete is of the Japanese version just before its arcade release. Sega Europe have snapped [illegible] version for Sept[illegible] want to stre[illegible] optimised [illegible] speed. If there are any other improvements, like more players, we'll inform you and alter our review accordingly.

JAVELIN

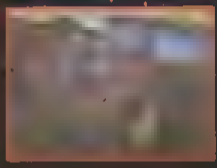
Potentially [illegible] [illegible] [illegible]



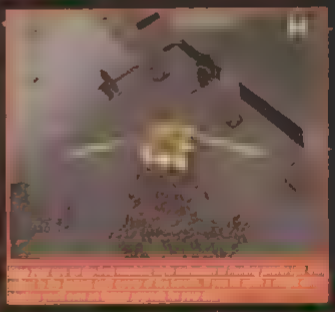


The year is 3037 (which makes the title a bit confusing for starters.) and the FedNet are running things on planet Earth. Muggins (that's you) has been coerced into 'volunteering' for a tour of duty in the FedNet Space Corps. But not any old pilot has got the right stuff to fly a Predator Mark IV planetary assault vehicle. You need to be superspaced, skilled, ruthless and precise. And pretty daft.

The outermost planets aren't a good place to be – they're crawling with anti-FedNet rebels armed with fighter squadrons and very big land guns. You'll need to take out their radar defence installations (those huge dishes are usually heavily guarded by mushroom-like guns that fire ground-to-air lasers), command buildings (which you'll easily recognise if you've ever seen an episode of Stingray), fighter planes and James Bond-style laser satellites. Keep an eye on the position of your mother ship and enemy forces by flicking on to the tactical map which displays your position on each mission's 'operational arena'. Smoke me a kipper I'll be back for breakfast.



IN ARMS WAY



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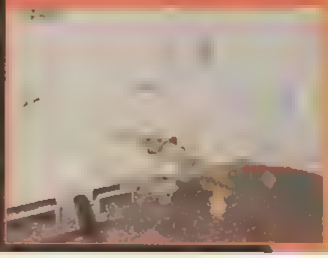
POWER MAD



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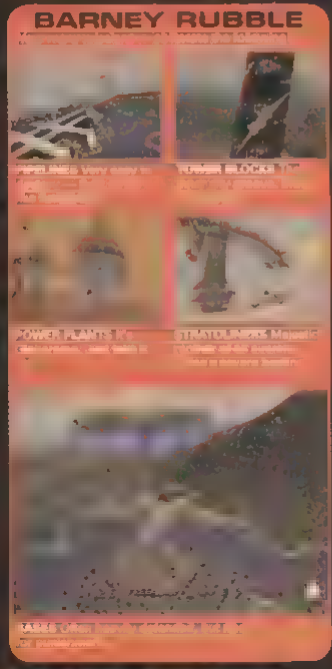
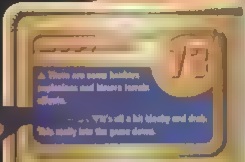
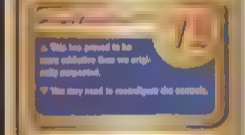
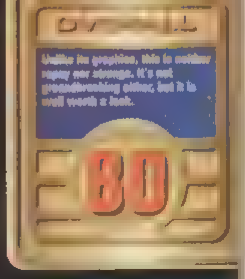
BLOCKBUSTER VIDEO


BARNEY RUBBLE







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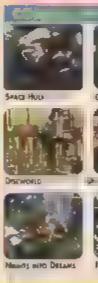

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Daze to Black	August
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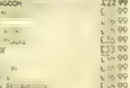
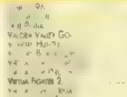
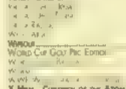


1 Euro '96
2 Guardian Heroes
3 X-Men
4 Panzer Dragoon 2
5 Streetfighter Alpha
6 Wipeout
7 Virtua Cop & Gun
8 Virtua Fighter 2
9 Sega Rally
10 Daytona USA

ACCESSORIES





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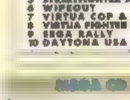

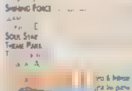

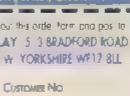

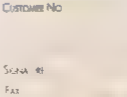

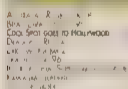

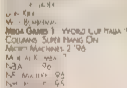

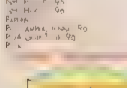

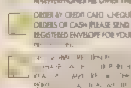

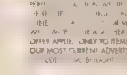

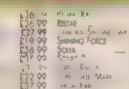

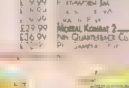

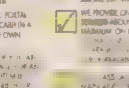

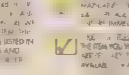

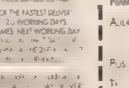

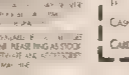

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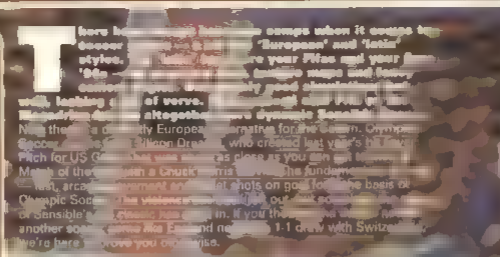
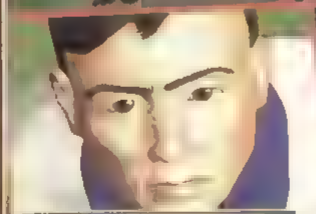


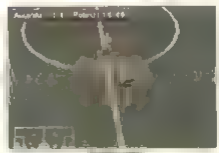
MIS-SHAPES

Olympic has a very [illegible] however, looks as [illegible] are well founded. It allows the perspective to move incredibly smoothly in realtime, and for the players to move realistically in three-dimensions. Despite the lack of character detail, the animation is acel, even down to players waving their hands to signify they want a throw-in or goal kick.



SENSIBLE VIEWING

The wide range [illegible] designed to be playable [illegible] There are four [illegible] and five levels [illegible]



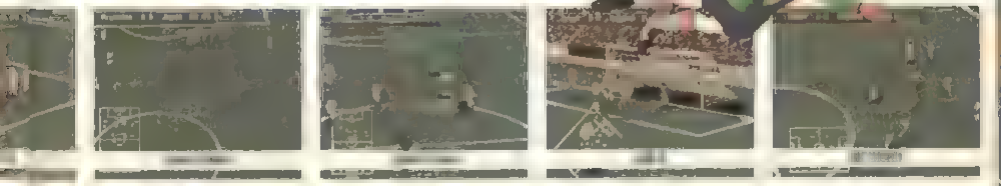
TAPEHEAD

...freedom to take any angle and zoom, even

SOCCER

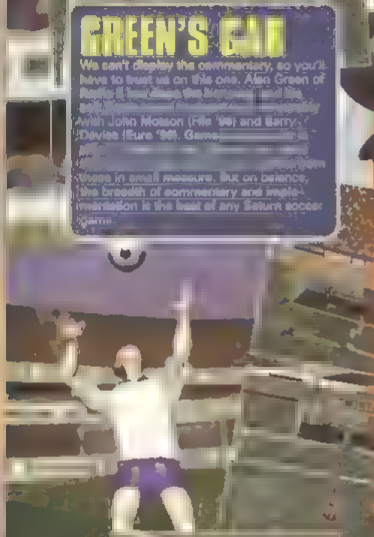
NATION UNTO NATION

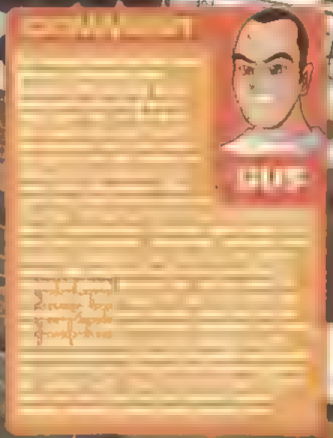
The backing for this game is, naturally, the Olympics. So, as Olympic competition you will partake of. All teams are national sides (not "the" national sides) and there's the range of ability from Saudi Arabia to Brazil and even beyond to Scotland. In Olympic Soccer the sides do exhibit something approaching characteristics, with exuberant Italians and clinical Germans. There's also an arcade option, which sets up single games against progressively better opposition.



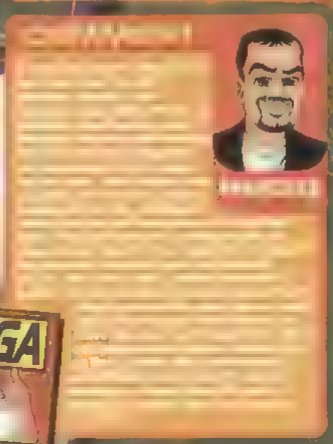
GREEN'S GAB

We can't display the commentary, so you'll have to trust us on this one. Alan Green of [illegible] was the [illegible] of the game, [illegible] with John Motson (File '96) and Barry Davies (Euro '96). Game [illegible] are [illegible] there in small measure. But on balance, the breadth of commentary and [illegible] is the best of any Saturn soccer game.





CUP



MEGA GAME

78

- Football viewed from the perspective of what's best for the player.
- A scientific approach to player and stadium design.

77

- The sky layout work very nicely, and the ball movement is brilliant — really makes the game.

[illegible]

- From Silkos Romero' heading tackles days.

87

- The commentary is good, but a few edition.
- The crowd copies a little more enthusiasm.

92

- The good to be true — speed and player skill almost perfectly matched. Games are exciting to watch and play.

81

- Loads of menus of goodies to mess about with. But it's really the gameplay that makes football games.
- The lack of 'real' tournaments is a bit bugs really.

[illegible]

Looks deceive — this is the most playable football game for Saturn.

92

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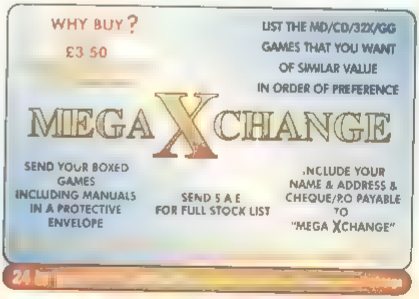
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WORMS

BY

RELEASE

PRICE

GAME TYPE

1-4
PLAYERS

8
MEG

BREAK DOWN

ORIGINAL

CHALLENGE

ACTION

STRATEGY

GAME AIM

BEAT THIS

Against any serious expectation, Worms was a massive hit last Christmas. Team 17 had taken a year and a half to construct their answer to Lemmings: a realtime war game set with the most simplistic graphics imaginable for the 'superconsoles'. Many must have made derisive comparisons between it and titles like Ridge Racer or Virtua Fighter 2. It is rumoured that Sony of America steadfastly refused to accept the game unless it could be reprogrammed 'in 3-D'.

But who is still in the top five now? Worms is, while VF2 and RR are long since gone. Worms quickly developed a cult following, and a steady stream of buyers because it retained two vital and frankly un-32bit characteristics, playability and originality. Now it has come to the Megadrive, the simplicity is also an asset, as a conversion can be that more faithful.

A SOLDIER'S STORY

The worms keep apes either on a battlefield, randomly generated from the massive library of sheesy landscapes. Desert huts, alpine snowmen, forest foliage throughout planned to destroy worms in an explosive (I used to think. Up to four human comp... can take part, each taking ... they can be placed randomly ... before each encounter begins.

ARSENAL ABOUT

Using the right weapon at the right time is the key to success. A correctly aimed weapon will remove a portion of each worm's energy count, but play is more subtle than using the most destructive weapons (which are limited in any case). Weapons like the bazooka and grenade require you to determine a throwing distance, and also take account of wind. Weapons are...

MANA O MAN

COMMENT

Unlike Lemmings, whose appeal has faded through over-familiarity and dubious attempts to 'upgrade' its gameplay, Worms is still top notch. The fact that this is a streamlined version takes little away from its overall appeal, although it's a shame the graphics couldn't have been made a bit sharper. There's little more to say about this – if you've missed out on one of the funniest multi-player experiences ever then I strongly recommend you redress your mistake.

COMMENT

If you were expecting an exact copy of Saturn Worms, you'll be disappointed. Some of the subtler points of gameplay, like weapon fuses, have been dispensed with. The graphics are quite a bit fuzzier, and that seems to matter when the detail is this small. The fact the FMV sequences are missing barely matters, as they offered few laughs in the original. At heart this is a multi-player game, the computer sometimes playing bizarrely, and if you have the mates, the little sacrifices in gameplay shouldn't register too much.

GRAPHICS 52

40

73

OVERALL

79

THE NEED FOR SPEED

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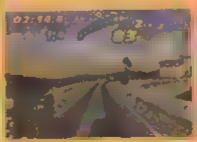
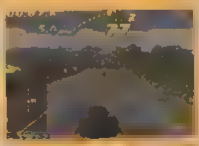
DRIVING

1-2

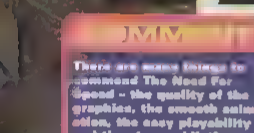
Driving, or rather driving illegally, has been the subject of more bad films than perhaps anything else. You name it – Monte Carlo Or Bust, The Cannonball Run or the Gumball Rally – and it's probably pants. And it probably stars Burt Reynolds.

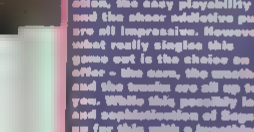
Fortunately Pioneer's driving classic The Need For Speed is neither pants nor graced by Burt Reynolds. Leaving aside questions about whether those two facts are possibly connected, this game is best described as an edition of Top Gear on, e speed. Choose from eight cars and eight tracks – you can even choose which time of day you'd prefer to take out the vehicle of your preference. Don't spend too long admiring some of the finest scenery the American continent has to offer – you'll be up against either another player, a computer-driven car a park of computer controlled opponents or some particularly unsympathetic traffic cops. Get stopped by the fuzz once and you'll get a stern warning. Get stopped twice and they throw away the key. If the thought of out-running all the above does't concern you, and you aren't too bothered about the Burt Reynolds connection then dunk-dunk for an afternoon spent with a difference.

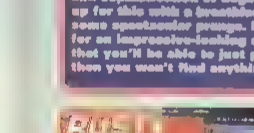


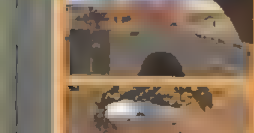


THE NEED FOR SPEED





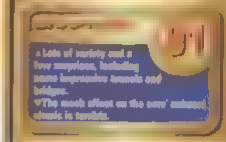




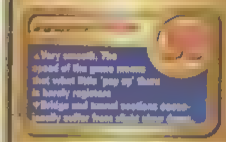
MM

There are many things to recommend The Need For Speed – the quality of the graphics, the smooth animation, the easy playability and the sheer addictive pull are all impressive. However, what really singles this game out is the choice on offer – the cars, the weather and the tracks are all up to you. While this possibly lacks the depth and sophistication of Sega Rally it makes up for this with a breathless pace and some spectacular prangs. If you're looking for an impressive-looking driving game that you'll be able to just pick up and play, then you won't find anything better.

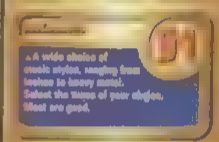
The Saturn has no shortage of first division racers; Daytona, Sega Rally, Wipeout. Need for Speed is very among them. The pertinent attraction of this game is the added twist of road driving. Rather than the sterile environment of a track, there exists the genuine feeling of having down a public highway, with the possibility that a family saloon might be about to trundle into your path. The feeling of speed is supplemented by some great crashes, and the smart replay option. Maybe not up to the standard of the other three games mentioned, but what the hell – it's good.



+ Lots of variety and a few surprises, including some impressive tunnels and bridges.
- The weak effect on the cars' exhaust fumes is terrible.

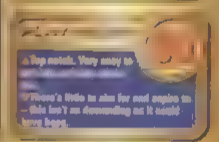


+ Very smooth. The speed of the game means that what little 'pop up' there is barely registers.
- Bridge and tunnel sections occasionally suffer from slowdown.

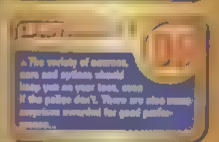


+ A wide choice of exotic styles, ranging from sedans to heavy metal. Select the theme of your choice. Most are good.

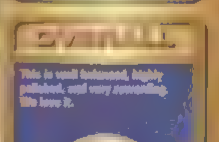
+ Very realistic, the high-light being the wind rushing past you when driving at speed.



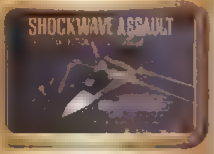
+ Top notch. Very easy to
- There's little to aim for and aspire to – this isn't as demanding as it could have been.



+ The variety of cameras, cars and options should keep you on your toes, even if the police don't. There are also many surprises rewarded for good performance...



This is well balanced, highly polished, and very rewarding. We love it.



ELECTRONIC ARTS

JULY

£44.99

SHOOT 'EM UP

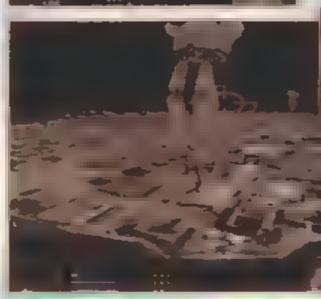
CONTROL: JOYPAD
GAME DIFFICULTY: NORMAL
CONTINUE: SAVED GAME
SKILL LEVEL: 1
RESPONSIVENESS: OK

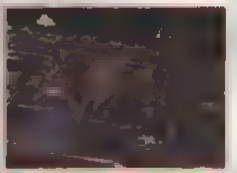
One of the original 3DO titles, this "interactive science-fiction movie" (cough) mixes first-person space-blasting with dodgy FMV.

The Earth of 2019 has been invaded by murderous aliens. Pulse the skies above the world's continents, exterminating the invaders.

Welcome to hell. Never mind that a huge fleet of alien spaceships has penetrated the Earth's atmosphere ("there's thousands of them!" gasps the chick in the intro sequence) and that massive casualties are being reported in the global war against the aliens – this is blue screen hell. That FMV neverland from which no desperate action game returns.

While basically a straightforward 3D space blaster Shock Wave Assault nevertheless makes great virtue of a developing plot progressed not only by you destroying everything in sight but by a load of blokes in a tiny studio pontificating about the carnage they're watching on the obligatory banks of television screens. Not that this isn't a serious matter – the year is 2019, and the crew of orbiting aircraft carrier UNS Omaha spot an alien invasion. As one of the ship's rookie pilots, you are assigned to join a squadron of chaps to take on the little green men. You are armed with twin laser cannons and a finite supply of missiles – much of your navigation is controlled by the computer which won't let you stray off the path of each mission's objective, leaving you to concentrate on the aliens, and leaving as much local architecture as possible intact. You're praised for good performance or slagged for being rubbish throughout each trip via a video link to the Omaha in your cockpit. "This isn't a game," warns your commander. We beg to differ.





ENEMY

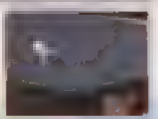
Devilishly cunning, those alien types. Gone are the days when your "flying saucer" design was standard – in the year 2019 the rotters can disguise themselves as all manner of nefarious devices. Pay careful attention.

These hovering insect-like contraptions boast a full 360 degree firing range, but are extremely slow-moving. Take care if they're lumbering anywhere near structures like pyramids, which you're expected not to damage.

Very nasty. These fighter ships have a top speed of Mach 2 and fire energy spheres which explode on contact. They do however, prove easy targets when they're recharging – a couple of well-aimed missiles do the trick.

WAVE RAIDER

ULT



COMMENT

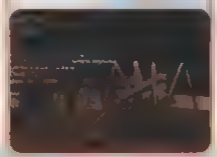
MARCUS

COMMENT

GUS

Twin-gunned alien craft that prove very difficult to shake off. A top speed of Mach 4 means they're tricky to out run, but they lack manoeuvrability – a weakness the rookie Earth defender would do well to exploit.

Scuttling tank-like devices which suck in gassed human prisoners through an internal vacuum system. Easy pickings, but you'll find they're often buried amidst more dangerous opponents.



Alien structures into which the collectors deposit gassed human prisoners. Each prison block is surrounded by energy cells that power a protective forcefield. Knock out these cells first.

GRAPHICS

94

- The FMV sequences are of a good technical standard.
- Landscapes are exciting blocky, each sequence being differently coloured.

SOUND

87

- A game of this type used to mean less audio than this appears to be. Very basic and blocky.

PLAYABILITY

91

- There isn't much, but there's some rewarding synth stuff which puts the mood.

LASTABILITY

79

- The Delay Command is used to good effect in creating a claustrophobic atmosphere.

MULTI-PLAYER

85

- If you're looking for a basic blaster then this does the business, but nothing more.
- Bonus don't get much simpler than this. It pits quality against...

OVERALL

87

- The FMV is amazing then intriguing. The gameplay is repetitive. Just predictable.

OVERALL

This is a criminal under-use of the Saturn's potential. You don't need this game.

48

GHEN

GHEN WAR

JULY

£39.99

SHOOT 'EM UP

ONE OR TWO PLAYERS

CONTROL
JOYPAD

GAME DIFFICULTY
AVERAGE

CONTINUE
NONE

SKILL LEVEL
3

RESPONSIVENESS
OKAY

Programmed originally for Sega of America, Virgin first published the game in Japan, and now here.

Defeat the Ghen over twenty diverse 3-D stages.

COMPLETE LEVEL 4

70 MM SEGA

Aside of a plot lacking beauty books of Mechwarrior-style shooters. The Ghen have arrived seeking the goodness of the human race, and despite their 3D take-aways appear...

However, a planetary survey craft has wit-nessed [illegible] behaviour from our extra-[illegible] ...Using a m...

FIRE ALM...

WORLD WAR...

V...W...K

Two warring enta...s wandering round ...rena

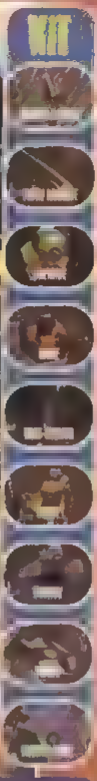
ONE GIANT LEAP

The fact that one Sega in Ghen War [illegible] Sonic Dream and [illegible] Ghen War is [illegible]

Ghen boss enemy number.....Forget negotiation. Resistance is useful

WAR

Virgin's product placement in the extra-life cheat

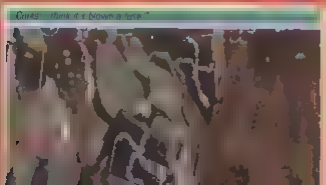


COMMENT

MARCUS

COMMENT

GUS



▲ Crisp polygons, particularly the enemies and power-ups.

▼ Everything is so dark, depressing and lacks out to quickly.

▲ Background movement is smooth, the sensory animation is slick.

▼ The progressive shading of scenery polygons is clumsy and noticeable.

▲ Ambient, ambient... ambient.

▼ Gruntos, bongs and wallops that have all particular originality.

▲ A fair amount of varsity value and interest at how the game develops.

▼ Now samey and repetitive at best.

▲ Lots more missions...

▼ ...Then you'd scarcely really want to play. And the game develops a bit.

Given War is a bit like a night in front of the telly. Therefore, best enlivened with a tube of Pringles.

71

BLACK FIRE

The best episodes of The X Files are always those where our intrepid heroes stumble upon bits of flying saucer that the US government has tucked away inside some remote warehouse.

But whereas the FBI simply wave their flashlights about and get shocked unconscious, the protagonist in Black Fire had the good sense to pocket some souvenirs. The chief question, one Commander Kane, does a runner with the gear and uses the technology to construct some pretty whacko weaponry. Worse still, he then decides to take the fight into outer space to join the party. The only thing standing between this nutter and world domination is you in your super duper helicopter Black Fire. What this game basically boils down to eliminating anything that moves in new and inventive ways using a variety of 21st century weaponry. A brave and long running concept, we know, but like all dirty jobs someone's got to do it.

This bonus mission puts you under a strict time limit as you run riot in a flying warehouse and a couple of human bubbles sucked into space aliens. Or something.

RELEASE:	JULY
PLAYERS:	1
BY:	VIRGIN
MEG:	CD
PRICE:	£44.99
GAME TYPE:	COPTER SIM

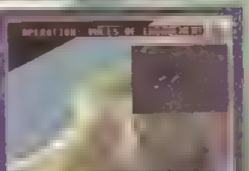
GRAPHICS	75
Sturdy scenarios, but disappointingly shallow field of vision.	
SOUND	70
It's all a bit flat	
PLAYABILITY	72
Blocky explosions but everything moves at a pace.	
LASTABILITY	72
Unusual controls and overwhelming odds don't help	
ORIGINALITY	75
Sort of well 'ard gung-ho-type stuff that does the business	
DIFFICULTY	68
There are plenty of levels, but most are too difficult.	

OVERALL 70

Hook hard copter frenzy that doesn't stand comparison with Thunderhawk 2.

OPERATION FLYMO

There are five main levels in the campaign against Commander Kane and his 'Sword of Gideon' forces. Each level is divided into three separate missions, which a few bonus levels thrown in for good measure. The action takes you to such diverse locations as Alaska and the Rocky Mountains of Colorado – the targets include a crude oil refinery, a heliport and an oil rig. Kane's forces are well armed and boast considerable firepower – be prepared for anything from Cruise missiles to suicide bombers.



However you choose to fly in these enemy territory, you're going to cop it. You've just got to be employed to long enough while your limited supply of heat seeking missiles are devastating anywhere.

This is a fair attempt at a familiar scenario – anyone who's played Hi-Octane or Magic Carpet will recognise the looming horizon lines that seem to be a trademark of this type of game. Black Fire seems to suffer more obviously than most. Elsewhere this is fairly straightforward, if unsophisticated, stuff that suffers from being far too challenging for its own good. If you're ready to devote yourself to an action-intensive copter game then this is worth looking at – but think about Thunderhawk 2 first.

This game is difficult to the point of "you're 'avin' a laugh mate". But it's not funny when you're mobbed by a thousand flying sprites the minute you start a level. The simply shaded landscape and borderline jerky screen update are all pretty irrelevant anyway because, as Marcus rightly pointed out, we've already GOT a brilliant helicopter game at home and it's called Thunderhawk 2. So it's bedtime for Black Fire, really.

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SEGA SATURN OUT NOW

A veritable cornucopia of future classics are hitting your shop shelves now. This month we shine the cream of an unusually high quality crop of new releases. And revisit the truly staggering Revolution X...

LOADED
£44.99
1-2 PLAYERS
GREMLIN
BLAST 'EM UP

This is an excellent conversion of the gory Playstation game that appeared at the beginning of this year. Looking much like an animated 2000AD strip, the game sees you select one of six criminal caricatures (each with different weapons, armour and agility) to bust out of a maximum security prison. It's actually a bit more complicated than that, but never detract the plot soon fall by the wayside as you pitch everything to oblivion. Although

OUT NOW

Jolies. Not recommend for playing in front of sensitive grandparents.

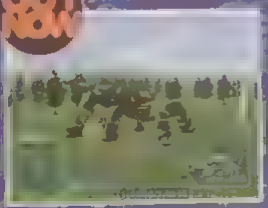
GUN GRIFFON
£44.99
1-2 PLAYER
SEGA
SHOOT 'EM UP

The format of 'two-legged gun-totting moseine armoured living game' is unlikely

OUT NOW

...ty-chained opponents. Both the levels are in night-time green-screen thermal ...

...ter pleases your way around ruined buildings and spotting looming targets. To get a better view of each area, you can hover in mid-air for limited periods. This only really slows down with its bloaty in-game graphics. Although the lengthy intro sequences (which employs the new 'Gouraudest' technique) is one of the best we've ever seen.



OVERALL 68

This is a great game that would have been a lot better with more polished graphics.

OVERALL 93

Outrageous, gory, brutal and compelling. Loaded rocks.

VAMPIRE HUNTER
£44.99
1-2 PLAYERS
VIRGIN
BEAT 'EM UP

OUT NOW

OVERALL 84

Surely the silliest of Capcom's 'big three', and at least as good as its excellent stablemates.

REVOLUTION X
£44.99
1-2 PLAYERS
ACCLAIM
SHOOT 'EM UP

OUT NOW

OVERALL 34

ys than one. This is absolutely dire.

SHINING WISDOM
£44.99
1 PLAYER
SEGA
RPG

OUT NOW

OVERALL 92

You won't find a more playable, or more challenging, RPG.

EURO '96
£44.99
1-2 PLAYERS
SEGA
FOOTBALL

OUT NOW

OVERALL 90

Not without faults, but currently the finest footy game around.

MEAN YOB

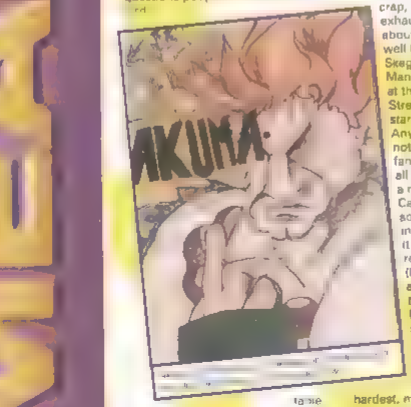
I thought it couldn't happen. I mean, I've been here since Jaz was knee-high to a PC Engine. But last month I got threatened with the sack. "Yob," they said, "you seem to be having some difficulties communicating with your readership. They have different wants, different needs. You're tired, you're lame. Take a few days in the country. Don't come back." It was a bit of a shock. I mutely cleared my desk. But then one call to my old mate Lord Ezmap from his pal Yobby, and it was them sampling the delights of Essy St. TOSSAS! Write your serious mail to ALL NEW MEAN YOB, MEAN MACHINES SEGA, FRIDAY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

DRIBBLE IN PANTS

Dear Yob.
You're not funny any more. The whole Mean Yob idea isn't funny. Anyone who gets thrills out of writing in to insult you must be very sad. I used to like it when people wrote in with real problems and you used to take the mick out of them, but now you're about as funny as Russ Abbott. MMS is really good and goes down well with a cup of tea and a brandy snap but why should I waste my time reading the letters sent to you in the hope of finding a decent or funny reply? It's the same old drivel like "Why do you dribble in your pants?" These are the kinds of questions people with the IQ of a [illegible] ask. Mean Yob is the biggest waste of two innocent pieces of paper I have ever seen in my life. And I don't mean to pry into your sex life, but what is this fascination with baboons? I'm going to ask you to follow Pepsi's example and change the script!
Michael Turner, Surrey
YOB Go perform a reverse bowel movement with a frozen black pudding. Wait maybe you have a point. Maybe I have been indulging myself for the last few months, but most of you lot have been GAGGING for it. I have no objection to serious argument, but it's you lot that have to string it together. As for Pepsi 'changing the script' what a non-event. They spent a mint on those ads, which are all crap if one is. Yob doesn't change his colours quite so easily.

BROWN FROTH OF CRAP

Dear Yob
Is Mario coming out on the Master System? Will you review PlayStation games soon? Can I have some cheats for Altered Beast and Last Battle?
Well, I had you going for a minute there. It is me, the King of Otaku. That is "obsessed Manga fan" for all you illiterates out there) Paul Johnson. This month I was shocked by three things. 1) My arrive ape art getting printed in MEAN MACHINES, 2) The news that the huge US Anime people AD Vision were coming to the UK and are doing a competition with your mag and, 3) Well I walked into Skegness Pier. As we know, "Skegness is sooooo bracing." As we see is a brown froth of floating crap, its air is as refreshing as exhaust fumes. Coke costs about £9 a can. As for games well the newest game in the Skegness arcade is Ms Pac Man. So I fainted from shock at the sight of a shiny new Street Fighter Zero II cabinet staring me in the face!
Anyway, it's damn good. I'm not a huge Street Fighter fan, but this game outstrips all other fighting games by a mile. I like the way that Capcom brought back some Final Fight characters in SF Zero (or SF Alpha as it's been pointlessly renamed here) like Sodom (Katana on the Mega CD) and Guy, but I was a master stroke to bring in Rolento the industrial stage boss) for Zero II. Have you played this excellent game yet? Any views? The best thing though, is that it has the hardest, most terrifyingly unbeatable character ever seen! Segat? Sorry, go away. Ryu? Cower in tea pajama-wearer! Bison? No chance. All of them are nothing compared to the new girl... Sakura! Aaargh!

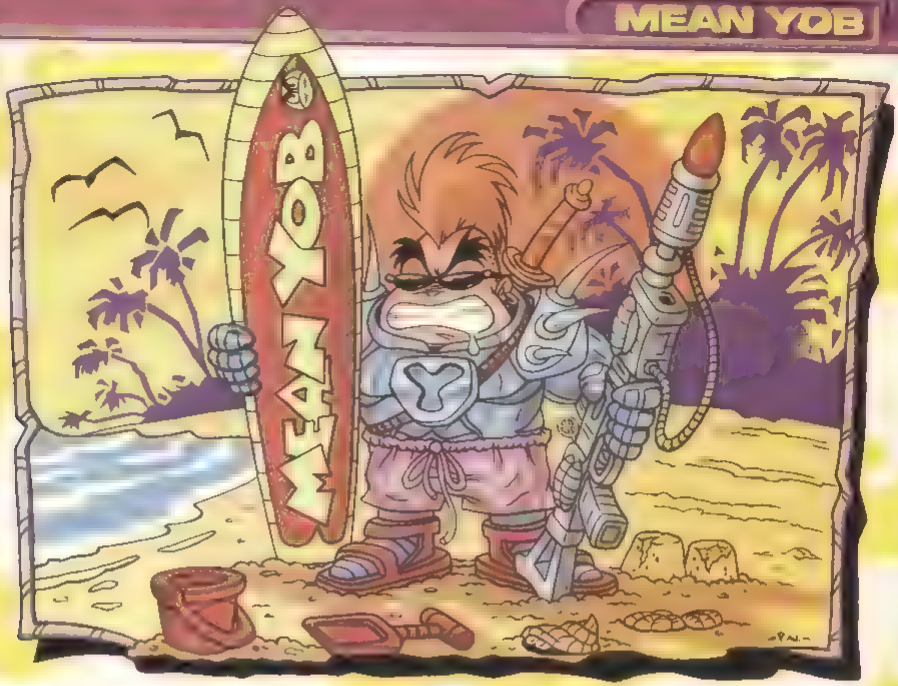


Take her away! She may look like a small cheerful Manga style schoolgirl, but she'll kill everyone, I tell you! Help me. I'm scared.
I'm working on a new painting for the letters page in the hope that you'll print it. What is it? Wait and see.
PS. PJ & Duncan stole my name, not the other way round. They die!
Paul Johnson, Otakuland
YOB Nice to see you getting out PJ, even if it is onto the sewage outlet Skegtossers call a pier. Where the hell did they get a SF2II cabinet from? Must be part of that Skegness arcade heist reported in the Gillingham advertiser. Anyway, where the flick is Skegness anyway? I've just asked the entire office and, would you credit it, nobody knows. Answers on a crappy spring-flowers-of-Skegness postcard please.

The return of Ryan Button, and his Mortal Kombat masterpiece. Ryan's still sewing for some crayons.

MAN LONELY ADULT

Dear Yob,
I would like to raise a point of argument with you. I have read with great interest the letters submitted by Mr Henshaw of Peterborough. I have also read letters submitted by Mr P Johnson [both in issue 44]. I found that of the two aforementioned persons the former has more to contribute to your magazine. I also believe that Mr Henshaw gives more to your sad column that Mr Johnson's pathetic ramblings. It is obvious that Mr Henshaw is a juvenile that is succumbing to your needs, whereas Mr Johnson is a sad lonely adult who only writes to MEAN MACHINES when Dear Deidre is on holiday.
M. Shawlen, Peterborough, Cambs
YOB So you must be Mark Henshaw's 'close friend'. Just how close do you get, Yob wonders? I hope you don't 'suck up to him', but this letter suggests otherwise. Henshaw made out he'd rip my arms off for not giving him MK3



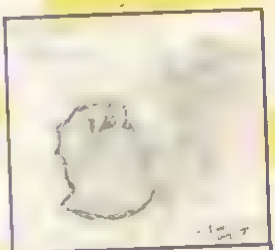
cheats. But I sent him back to the carpark crapheap that is Peterbrough, and let's just say the legs of his cordorouys were not rubbing at the groin.

FART OUT THE ODD CRAP RELEASE

Dear Yob
I thought I'd write to you in order to have a bit of a rant about what's happening to the Megadrive. As far as I know, the Megadrive is still Sega's most popular format in this country and yet they continue to neglect the machine in terms of new games. Yes, there was Toy Story a few months ago, but since then there has only been the likes of Cutthroat Island – a truly crappy game. There was a time when the Megadrive had several new releases every month but now they just seem to fart out the odd crap release every month. If we're lucky! How can Sega continually neglect the format which brought them so much success over the years? There are still lots of Megadrive users out there, all so hungry for new games they would even buy Brian Lara Cricket. I know the Saturn is an amazing machine and well worth the coverage it receives, but come on Mr Sega please don't forget all us poor 16 bit owners.
Paul Dennett, Blackpool.
YOB MEAN MACHINES is determined not to neglect the Megadrive, but in the last few months Sega have made it quite difficult. I quite agree there should have been more action in the first half of the year, but there were a lot of Christmas games 'clogging the channels'. Now things are on the mend: we have three Megadrive previews this month, and the promise of half a dozen cream titles to come from Sega. But it's the Sega Channel that will bring the Megadrive back from the gaming wilderness, I promise you.

I CHOKE AS I SAY THESE WORDS

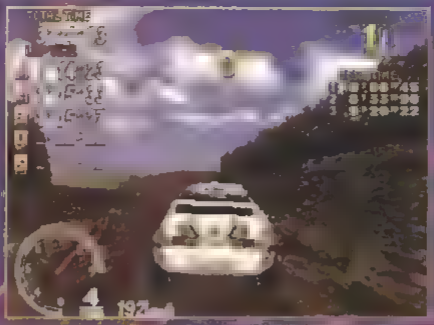
Dear Yob.
Thank you for producing what is the best Sega magazine around, even though I do still buy Sega Power. My cousin owns a SNES and has told me that he wants to buy a Nintendo 64. I choke as I say these words because I own a Sega Saturn, a Megadrive and a Game Gear – there are great games on all of them, especially the Saturn. However, I can't believe that Nintendo and Sega are teaming up together so they can get Sonic off us. Why is this occurring? Anyway keep up the good work and may your magazine live forever and ever.
Matthew Bullman, Castleford, West Yorkshire
YOB. You sound a bit confused. Put your head between your legs and munch on a banana. Sonic is not coming to the SNES or the Nintendo 64. Sonic is only coming to Saturn, Megadrive and Game Gear. What's coming to Nintendo 64? Wayne Gretzky Hockey, that's what.



A big thank you to Michael Laing for this. Ask Santa for some felt tips, eh Mike.

And that was Yob for another month, hopefully adding a bit more to the debates that shape the software world. Join me again next month for some more tolley's letters.

Q&A



Someone suggested in the pub, while watching the Holland vs Scotland match in Euro '96, that I don't know the words to 'Flower of Scotland' Absurd! As I shall now demonstrate... Oh Flower of Scotland,
When will we see your likes again.
That fought and died for
Yer wee bit Highland glen.
And stood against them (who?)
Proud Edward's army
And sent them homeward
Tae think again.
I am, of course, a Flower of Scotland, but I'm not sure which species.
Answers on the back of a packet of cabbage seeds to:

THE TARTAN ARMY Q&A, MEAN MACHINES SEGA, EMAP IMAGES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

BACON MAZZLES

Dear Gus,
I'm fed up writing so you better print this and I'll keep quiet for a week!

1. I'm going to Italy soon. I presume they sell Saturns over there – will they be compatible with my English Saturn?
2. Victory Goal will be, as you know, written for 'FOR USE WITH PAL AND FRENCH SECAM SYSTEMS'. Will Italian sportsmen work on PAL machines?
3. Why don't magazines review games when they are due for release? Public to buy!
4. I'm not leaving my name because you've probably got enough letters with my name on because every time you get a letter from me you cavalierly throw it away.

GUS: 1. There should be no problem with Italian discs, but they won't be any cheaper.
2. Just like Saturno, they get to run!
3. Yes, all controllers work on all machines.
4. Sometimes games slip. We always try to get this month's games in the Out Now section.

CHESS PUNGLES

Dear Gus,
1. As Saturn games develop, how much can the graphics seen in games like Daytona and Sega Rally improve?
2. In your opinion, what is the best return sports game?
3. Is there going to be a Virtua Cops 2?
4. And if there is will Sega include a pistol pedal, as virtually no other

GUS: 1. The improvement is gradual, but the potential for improvement is huge. Only so many polygons are possible within a cycle. Poor clipping is a result of trying to overachieve and failing cosmetically. In terms of technical ability, Sega Rally represents "80% of Saturn's capacity" (Yu Suzuki, AM2).
2. The forthcoming Worldwide Soccer, but don't tell Sega I said that!
3. I've no idea, but I hope they come up with a better idea than that crappy skinnick

PICCOLO DAIKON SPACE RAIDERS

Dear Gus,
1. Do you think it's worth getting Ultimate MK3 if I already have Virtua Fighter 1 and 2?
2. Is there going to be a sequel to D?
3. Is it worth getting SimCity 2000 if I've already got Theme Park?
4. Sega promised us Sega Ages. How do you pronounce it?

GUS: 1. Do you like the arcade UMK3, is the move reviewer the question? Do you want it at home? If 'yes' to both get it.
2. Not a sequel as such, but the future character sites in 'Enemy

Dear Gus, Warp's next game (see... Ridge)
1. They are different. I'd say so
2. It's Say-ga. Definitely

PRAWN COCKTAIL DISCOS

Dear Gus,
1. I've finished F1 Challenge on Saturn – will there be a sequel?
2. Is there going to be anything as good as Flashback coming out on Saturn?
3. Is there going to be Thunderhawk 3?
4. Is there a good golf game on the way?

GUS: 1. Probably not.
2. Heart of Darkness from Flashback creator Frederik Savoir... an exclusive on Saturn!
3. Very probably.
4. Actua Golf looks superb!

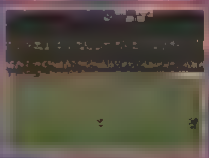
CHEESE WATSITS

Dear Gus,
1. While going through the voice test on Virtua Fighter 32X, Sound a voice that said 'Sudden Death'. I assume this means there is a fatality moved in the game. Am I right?

GUS: 1. No, it's a mode where a single hit results in death.

MONSTER MUNCH

Dear Gus,
1. Am having to buy a Sega Saturn as the new Sony Sparkle and would like you to answer few basic questions for me:
2. Have you an old RF television and video with a scart socket? Could I connect Saturn through them OR am I having to buy a new TV and playing my Mega Drive through VCR and the picture...
3. When you up all the ... games, which would be ...



buy for a Saturn football game... Euro 96 or FIFA 96?
Jon Ubed, London.
GUS1. If it's a PAL Saturn, it should work through the video without a problem.
A. Euro 96 looks fun.

OUTER SPACERS

Dear Gus,
1. Will Virtua Fighter 2 or Virtua Cop be coming out on the 32X?
2. Do you think it's worth getting a 32X and Virtua Fighter? I'm dying to play it.
3. Is Mortal Kombat 3 coming out on the 32X?
4. Will Saturn be canned. The 32X is not a great prospect if you want the latest games. At £199 a Saturn is still a sensible long-term investment.

SALT 'N' SHAKE

Gus Fungus,
Please answer these questions for me and my friends. There are 30 of us, and if you don't answer our letter we will storm Sutyena this month and start looting. Maximum instead.
1. Have you seen Virtua Cop? What's the hell is it about and how does it look?
2. Which of these titles will be the best: Daytona Deluxe, Manx TT S...

Virtua Cop 2, Virtua Fighter 3 or Fighting Vipers?
3. Is there any news yet on Sega Rally 2? Pleat, do you have an hunch?
4. Do you think Ridge Racer Revolution is better than Sega Rally? Say yes and we'll hurt
5. How much will the Saturn's modem cost?
6. Will Quake be released on the Saturn?
7. We meant what we said in question 4!!
Gail Mooney, Lutonium.
Merseyside.
GUS:Go ahead punk, make my day. 1. It's Virtual (note the 'L') On it's a bizarre robot combat game, much more mobile than VF. Players hurl incredible attacks at each other while running around a polygon arena. It's fab, hugely popular in Japan and set for a very good conversion.
2. It's too early to judge the conversions, but I'm personally looking forward to Fighting Vipers

CHIP STICKS

Hi. What grade type of X-Men: Children of the Atom is

2. Is there any word of connectivity
4. Do you have a release date for the Saturn?
5. How well it differ from the Japanese?
6. How much will it cost?
Steven Anderson, Haywards Heath.
GUS1. Jap version: January. PAL conversion: re-so
2. Through a VCR is the easiest way. A composite input works, but is harder to arrange.
3. Sometime 1997
4/5. There will be no Saturn/Flash Saturn launch in the UK. The rechargeable isolates will hide in the humbler black case.
6. £199

DRAGONS READY SAITEN

Dear Gus
1. Will Capcom's
Dragons coin-op
Saturn? Most
Arcade
2. Will

3. Will the Saturn be abl
good conver
Sisters?
4. Where is the
Championship Wrest
out on the Saturn?
5. Where is Scroop
Next Saturn thing
Dave Best, West.
GUS1. Legend
2. Yes, for Christmas
3. Theoretically, but I'm not sure if
that's being converted
4. Nobody's bothering with that at
the present. Shame.
5. No idea, write to

Anything I don't know ain't worth knowing. Write and ye shall be answered. See ya soon.

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NEXT MONTH

NIGHTS INTO DREAMS!

Open your eyes, don't close them! MEAN MACHINES SEGA has the first review of the UK version of NIGHTS here. Lavish presentation of a level unrivalled by any other game.

THE ADVENTURES OF LARA!

MEAN MACHINES has secured Tomb Raider for a unique magazine presentation – the graphic adventures of Lara Croft. The greatest comic artists in the UK fashion a story that will make the next four issues of MEAN MACHINES collectors' items. Don't miss this amazing exclusive.

SANTA'S WISH LIST!

We'll have details of the massive titles set to diminish the big-selling period of 1996. We ain't playing around – expect a taste of Alien Trilogy and Probe, an exclusive review of Tunnel B1, Swagman, Grand Theft Auto, Decathletes, Fifth Strike and Bug Too, too. Reviews of Ultra Machinegunner, T-mac, Olympic Games, and many more.

16 BLITZ!

The Megadrive's making a comeback. Features on hot titles like X-Women, previews of Prince of Persia 2, Sonic Blastz and the exclusive update on Sonic 3-D. Now is all that not something to think about?

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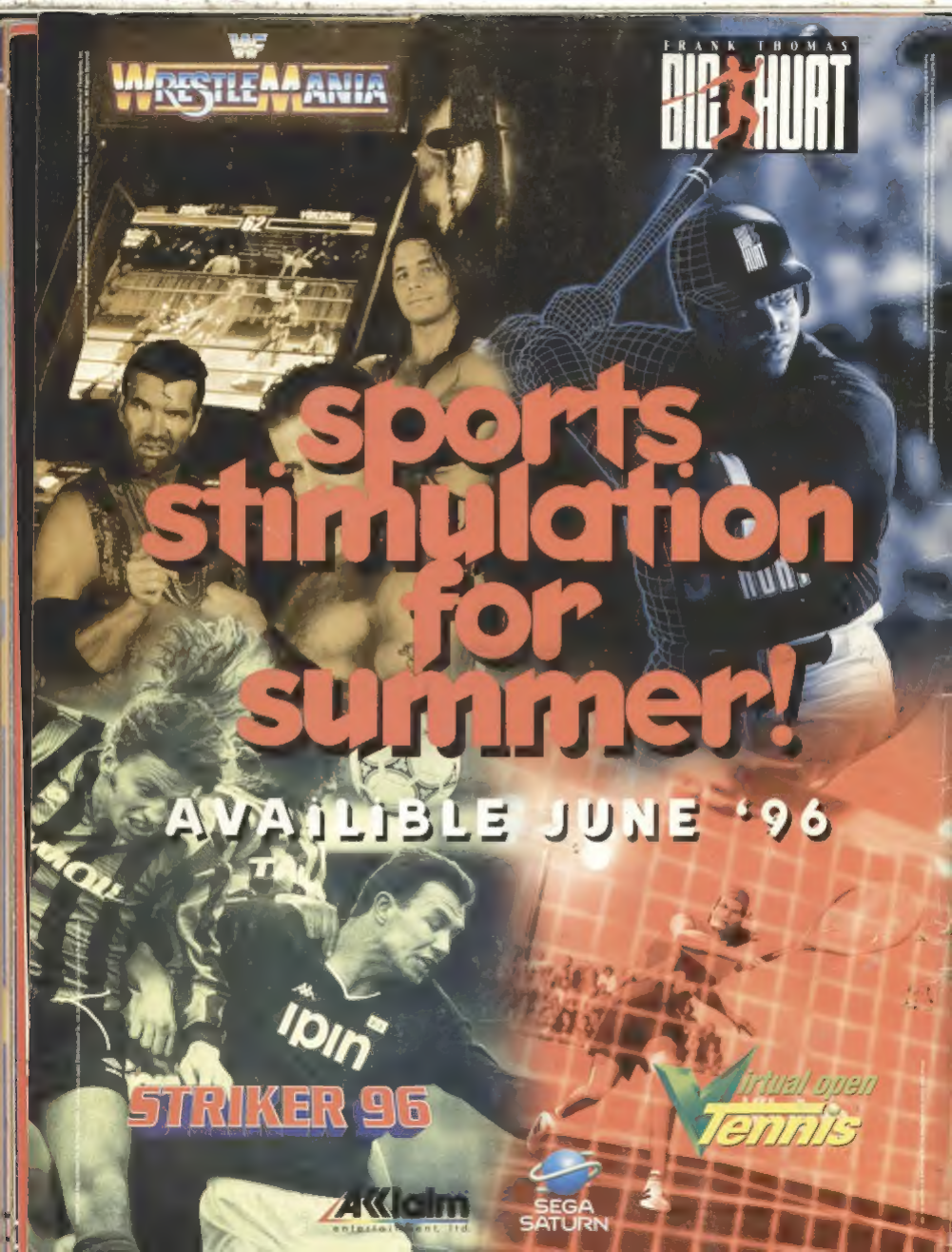
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